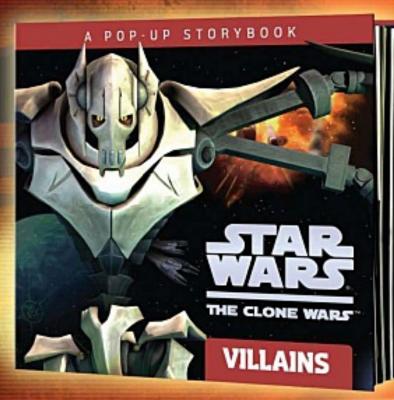


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#### "Didn't we just leave this party?"

Han Solo, Star Wars: Episode IV A New Hope

elieve it or not, I rarely get to meet the talented team of writers who contribute to Star Wars Insider, It's not because I'm chained to my desk, like a slave girl chained to a Huttese crime

lord, and it's not because we can't bear to talk to each other. Actually, we all live in various locations all around the world!

So an event like Celebration V is a great opportunity to say "hi," shake hands and personally thank the ladies and gentlemen who keep this magazine filled with great content and awesome material you just can't find anywhere else!

Celebration V was also a great place to meet the most important people in the world-Star Wars Insider readers! Thank you for all your feedback on the magazine, and thanks to all those who missed the screening of The Empire Strikes Back in order to come to the Insider panel!

There were many great ideas proffered and, as time goes by, hopefully you'll notice some of your suggestions creeping into these pages!

My Celebration V memories includeJon Stewart being spotted reading our Empire special; facing

# UNLEASHED!

Head for page 24 to see exclusive concept art from Star Wars: The Force Unleashed II including Carbonite Wardroids, Terror Troopers and the gigantic Gorog!

a horde of screaming girls who had recognized Matt Lanter from Beverly Hills 90210 just as we were having a conversation; and General Veers himself, Julian Glover, remarking that he liked my shirt.

An amazing experience and like the Star Wars saga itself, a totally unforgettable one.

May the Force be with you all!

Jonathan Wilkins, Editor.



DOCKING BAY

# ISSUE..

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#### COVER STORY!

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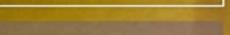


SUBSCRIBERS' EXCLUSIVE



COMIC STORES EXCLUSIVE

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## "Evil Plans"

Written by Steve Mitchell & Craig Van Sickle Directed by Brian Kalin O'Connell Look out Threepio! While on an important shopping trip on Coruscant, C-3PO is kidnapped by the sinister bounty hunter Cad Bane in a dastardly plot to free Ziro the Hutt. Can R2-D2 help his counterpart escape in time to warn the Jedi?







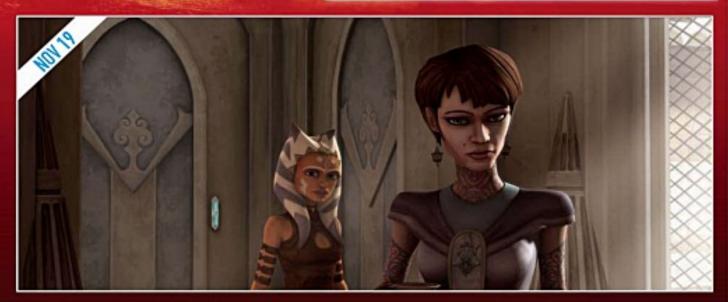
# "Hunt for Ziro"

Written by Steve Mitchell & Craig Van Sickle Directed by Steward Lee The Hutt Council is after Ziro. But the Hutts aren't the only ones! Will they catch up with the treacherous Hutt, or can Obi-Wan Kenobi and Jedi Master Quinlan Vos bring him to justice?





PLUS: 24. STAR WARS: THE FORCE UNLEASHED II 30. EWOKS! II 42. A HISTORY OF HASBRO 50. VIDEO GAME CLASSICS



#### "Heroes on Both Sides"

Written by Daniel Arkin Directed by Kyle Dunlevy

Padmé Amidala and Ahsoka Tano travel to Raxus in an attempt to forge a peace agreement with the Separatists. As Padmé entists the help of a former mentor, Mina Bonteri, Ahsoka learns some valuable lessons about the realities of war.

#### "Pursuit of Peace"

Air date: December 3 Written by Daniel Arkin Directed by Duwayne Dunham Senators Padmé Amidala, Bail Organa, and Onaconda Farr come under fire after opposing a bill that would appropriate funds for millions of new clone troopers, but cripple the Republic.



#### THE CLONE WARS BREAKS OUT IN STORES!

Hitting DVD shelves as you read this is the hotly anticipated Star Wars: The Clone Wars The Complete Season Two on DVD and Blu-ray! With every episode of Season Two included—that's a total runtime of 550 minutes!—the set also boasts some spectacular behind-the-scenes featurettes on each disc!

Lucky Blu-ray viewers also get an exclusive special feature, The Jedi Temple Archives, which provides in-depth access to an extensive database of never before seen production materials.

In addition, The Complete Season Two will include a 64-page production journal with concept designs, original sketches and notes from supervising director Dave Filoni.

# LAUNCHPAD COMPILED BY BONNIE BURTON **CUSTOM MADE FOR ADVENTURE!**

rtist and Star Wars fan Dayton Allen Asculpts one-of-a-kind custom figures from the films, animated series, and even the Expanded Universe. His sculpts are less like action figures and more like miniature masterpieces. He tells Star Wars Insider why he likes to imagine he's running his own little creature shop.

What made you decide to start making custom Star Wars figures?

I've been a fan of the Star Wars franchise since early childhood. I was an even bigger fan of the process that brought these larger-than-life characters to the big screen. Star Wars was one of the reasons I became an artist.



There is a clip from the documentary From Star Wars to Jedi: The Making of a Saga that captured my imagination and inspires me to this day. It's the creature shop at ILM (Industrial Light & Magic) and in particular the pan shot of the various maquettes that were used to create the full-scale clay models for the creatures of Jabba's palace. I decided to try my hand at making these small sculpted models, using the character ideas created by novel and comic book writers and artists as reference. This is a hobby for now, but I would love to do this kind of work as a professional.

What was the first Star Wars sculpt that vou made?

It was a character that Icomic book artist| Jan Duursema did of a Wookiee thug. Until that time I was simply doing custom repaints of store-bought figures as one of many hobbies. I've always had interest in small-scale action figures. With that in mind, I decided to challenge myself and translate the Wookiee thug sketch into a small-scale sculpt.



Which was the hardest to sculpt and why? Darth Krayt was the most difficult in terms of detail. The Yuuzhan Vong implants that envelop his body are a cross between a biological mesh and hardened armor, which was difficult to recreate in such a small scale. I also had to create three





separate head/helmet sculpts: one helmet being worn, one empty (to be positioned on a pedestal when not in use], and one of Krayt without his helmet.

Where detail was the problem with Krayt, female characters such as Darth Talon, Jarael, and Mara Jade have been the most difficult in terms of proportion, or staying true to the female form. Hips too wide or chest too big are so much more obvious when working with the female form. I'm still learning a bit more with every female figure I sculpt.



Which Star Wars: The Clone Wars character has been your favorite to sculpt? My inspiration was all due to The Clone Wars episode "Bounty Hunters." I was hooked within the first few minutes of seeing Sugi's band of bounty hunters and decided to make them my next set of projects, Embo being the first. I haven't been this excited over a Star Wars character since seeing Boba Fett in Empire!

The challenge was to take the animated versions of each character and make them into "real world" sculpts as they would appear if they walked right off a movie set rather than the style of the animated series.

> What advice do you have for fans who want to try sculpting Star Wars customs?

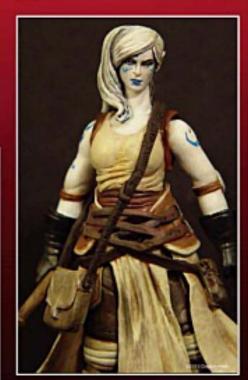
Find inspiration in what you're about to create. Remember that like all hobbies, this is supposed to be fun and a learning experience. Don't shoot for the stars right off the

#### EXPANDED ---

See more of Allen's work at: www.sithfire.blogspot.com and www.flickr.com/photos/sith\_fire30

#### UNIVERSE -

bat; start off small and work with more forgiving mediums. Take a sculpting class or read books on sculpting and painting techniques. Ask questions, join forums, and don't get discouraged. Learn to take good pictures of your work—an important point that is frequently missed. And keep the interest fresh by working on multiple



# STOP PRESS! STAR WARS GOES 3D!

Just as this issue of Star Wars Insider went to press, Lucasfilm announced that the live-action Star Wars movies will be re-released into theaters in 3D.

There are few movies that lend themselves more perfectly to 3D; from the Death Star trench run to the Tatooine Podrace, the Star Wars Saga has always delivered an amazing entertainment experience that is completely immersive. The cutting edge conversion will take that immersion to the next thrilling level, with Industrial Light & Magic supervising the project that will allow audiences to see all six Star Wars movies as never before.

Star Wars: Episode I The Phantom Menace is expected to be released theatrically in 2012. A release date has not yet been confirmed. John Knoll, Visual Effects

Supervisor for Industrial

Light & Magic says, "Getting good results on a stereo conversion is a matter of taking the time and getting it right. It takes a critical and artistic eye along with an incredible attention

to detail to be successful. It is not something that you can rush if you want good results.

"For Star Wars we will take our time, applying everything we know both aesthetically and technically to bring audiences a fantastic new

## WANTED: QUESTIONS FOR A *STAR WARS* LEGEND!

Have you got a question for a Star Wars legend? Visit our Facebook page to find out how you can submit your questions for a Star Wars legend in the first of our new, ongoing feature! Who is it? Find out and submit a question at www.facebook.com/StarWarsInsider

## LAUNCHPAD

#### WIN AN EMPIRE!

The Making of Star Wars: The Empire Strikes Back is out now, but if you haven't gotten your hands on a copy yet, Star Wars Insider has three to give away! Write in or email us at the address on Page 3 before Dec 23.



## WIN A BATTLESTATION OR A JEDI'S WEAPON!

Uncle Milton's brand new Star Wars science products have just hit stores!

Star Wars Science RC Lightsaber Room Light

Learn how electronics make a lightsaber work by following the simple instructions to construct and display this Lightsaber





Room Light. Once constructed the lightsaber mounts easily to an internal wall. Use the remote control to scroll through eight color modes or auto scroll by selecting the auto spectrum mode.

## THE FANS WHO'VE GOT IT WHERE IT COUNTS!

Han Solo may have called his Millennium Falcon the fastest hunk of junk in the galaxy, but this amazing creation by Little Mountain Productions Inc. in Tulsa, Oklahoma for Make-A-Wish is anything but! The group, along with other talented volunteers, worked tirelessly for over 200 hours to create this impressive one-of-akind play-fort. Richard Carver, President/ CEO of Little Mountain Productions, discussed the group's DIY project to make a little boy's dream come true.



How did the Make-A-Wish Millennium Falcon project come about?

We were contacted by Eileen Guidry, Development Associate for the Make-A-Wish Foundation of Oklahoma. She had a wish from a five-year-old boy named Christopher who was being treated for



leukemia. He is a huge Star Wars fan and wanted a Falcon play-fort built in his backyard.

How many people were involved with

Eight people did the design, fabrication, and finish: Chase Carver, Brandon Sensintaffar, Tony Crossnoe, Nate Olsen, Scott Bradley, Aaron Claeys, Steve Carver and myself. Many firemen also donated their time along with Simmon's Homes, a construction company that prepared the site.

What materials were used?

Lowe's donated 90 percent of the building materials, which consisted of exterior treated plywood, dimensional lumber, and paint.

What was the process used to make the fort?

We wanted the play-fort to look as good on the inside as the outside, so we designed the model to have the detail of the real structure of a spaceship with perforated and shaped spars. Brandon created digital cut files and Chase cut out all the individual pieces. The ship was assembled with a framework of supports that created many small compartments inside, circular windows for ventilation, and a view of the neighborhood.

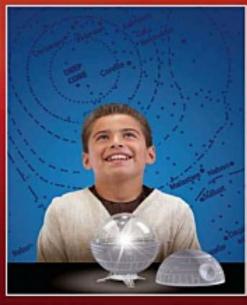
We coated the entire surface with an industrial primer to eliminate the wood grain, and top-coated it with exterior enamel. We then put a 3/4-inch plywood skin on the frame and added a ton of surface detailing using wood trim, a flower pot radar, PVC gun turret, and



Star Wars Science Death Star Planetarium This table-top Death Star opens up to become a planetary projector that displays the cosmos on bedroom walls and ceilings. Watch as a darkened room is transformed into an amazing planetarium. There's an informative learning guide in the package.



We have four of each item to give away! Just write in or send us an email to the address on Page 3 by Dec 23!





drain cover engine exhaust. We then added a few million miles of space travel via faux finish! We topped it off with a custom clear acrylic dome donated by Plastics Engineering.

#### What were some of the challenges you faced while building it?

Several, including bending sheets of 3/4-inch plywood to look like a spaceship and then making them look like metal. Getting a 14-foot by 11-foot wide spaceship out of a 10-foot wide door of the shop was a little challenging. The Falcon ended up weighing about 650 lbs. A 30-foot section of five-foot high wood fence had to be removed to get the Falcon into the yard.

What are some of the other features of the Falcon? Steve designed and installed a solar-powered charging system for the sealed battery-powered interior and exterior LED lighting. We created a control panel complete with computer circuit boards, keyboards, gauges, knobs, and widgets.

What was the Christopher's reaction? Christopher was overwhelmed and made totally speechless by the Falcon, as well as the stormtroopers, Emperor's Royal Guard, Imperial Navy Trooper, Commanding Officer and crowd of firemen, news reporters, neighbors, and crew who showed up in his yard.

Why do you think it's important for Star Wars fans like yourself to give something back? When you look at children's innocent faces and think about the pain they have felt and see the fear of uncertainty in their eyes, your heart breaks for them. You know that their time may be short here, and you want to do all you can to make it exciting for them.





• NOV/DEC 2010 •

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STAR HANS MISIDEN [US#121] [UK#97] NOVIDEC 2010 (USPS 003-027) USSN 1041-51221

# INTERROGATION DROID!

THE MON CALAMARI ADMIRAL ACKBAR IS KNOWN AND LOVED FOR HIS EXCLAMATION, "IT'S A TRAP!" DURING THE BATTLE OF ENDOR. STAR WARS INSIDER SAT DOWN WITH PUPPETEER TIM ROSE TO SEE HOW ADEPT ACKBAR WOULD BE AT WRAPPING HIS FLIPPERS AROUND LESS OBVIOUS SITUATIONS. WORDS: CHRIS SPITALE



We'll start with something easy. What must

Han Solo and Chewbacca resort to using when the navicomputer is malfunctioning?

A roadmap? It's a map!

Leia probably wanted to plant one of these on Lando after Han was frozen on Cloud City.

It's a slap! I'm getting the hang of these —let's go!

Above: Ackbar is trapped by our interviewer! Right: The man behind the squid, Tim Rose.

Imperial officers wear these instead of helmets.
It's a cap!

A battle droid could be spotted riding one of these on Naboo.

You got me on that one!

I'll give you a hint. It's an acronym for Single Trooper Aerial Platform. It's a STAP!

Part of Luke's physical training on Dagobah may have involved running several of these around the swamp. It's a lap!

> The sound an Imperial blaster makes when fired. It's a zap!

> > If Ackbar had an iPhone, it would likely contain several of these, such as Aurebesh dictation,

> > > Lightsaber Flashlight, and Words with Rebel Friends. Oh, it's an app!



NAME: TIM ROSE ALIAS: ADMIRAL ACKBAR

FIRST APPEARANCE Star Wars: Return Of The Jedi

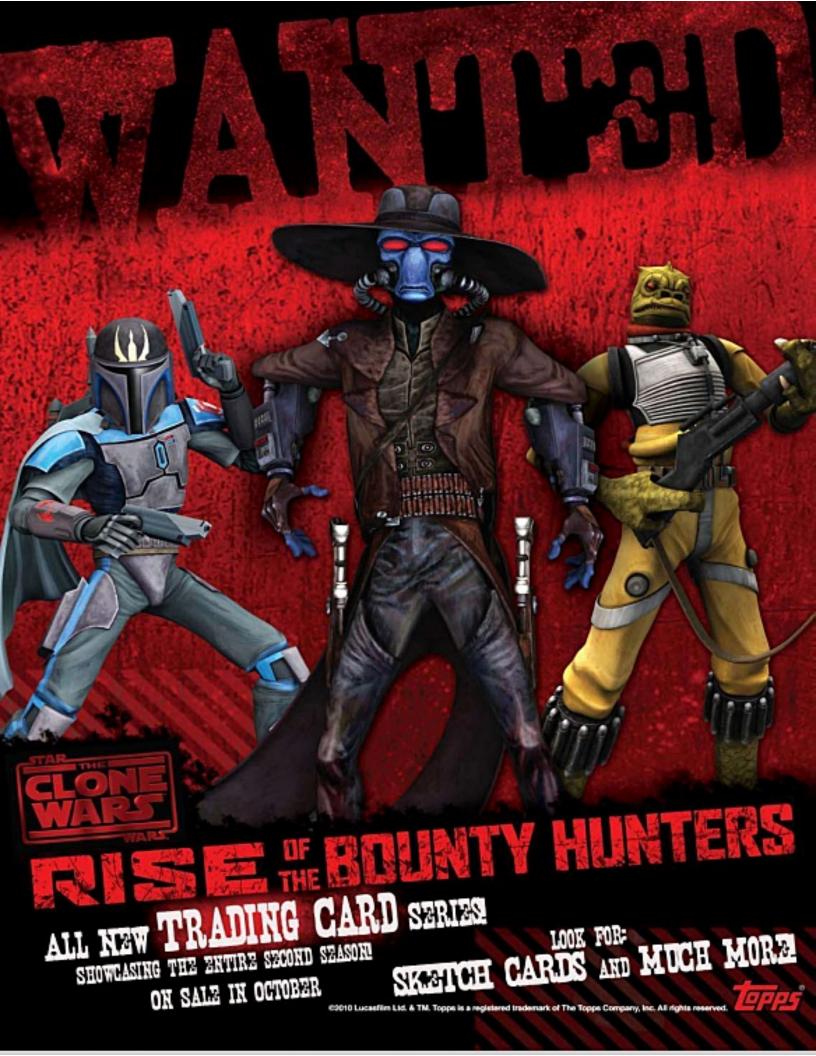
In the Star Wars universe, it's common that an entire species wears the same style clothing. They probably all shop at the equivalent of what ubiquitous American apparel chain? It's the GAP!

Jabba is referring to a pile of this when he uses the euphemism "bantha poodoo." Now wait a minute, I know the answer to that, but I'm not gonna say it— there are children present!

What's draped across Chewbacca's shoulder, holding his pouch; what keeps Leia's gold bikini top from falling off. It's a strap!

What do you say when you're sick of all of these questions and want to end the interview? Can I have some more please? Wait, I mean, It's a wrap!













ne question haunted
Dave Filoni over the
course of Celebration V.
At every panel and every press
conference, there was always
a lone voice asking: "When
will Ben Quadinaros appear in
Star Wars: The Clone Wars?"
Star Wars Insider has some
bad news for the many
thousands of fans of the
Toong of the planet Tund.

Dave Filoni: He's not a very practical guy to work with! We would have to change most of the spaceships to allow that big head to fit through the doors. How does he reach the controls of his ship? He can barely reach his

mouth with those hands!

Imagine if we took the time in one of our episodes to explain what happens to him after the Boonta Eve Classic—well, the sad thing is I can imagine it!

We have such a narrow range of characters and assets, we're very careful which ones we choose. We try to do a balance of classic characters that include some based on designs you saw in the Mos Eisley cantina. We like to use concepts that Ralph McQuarrie and Doug Chiang came up with that didn't see the light of day, as well as our new characters. It's always a blend.

GL: The movies are just the tip of the iceberg. The galaxy is vast, and the stories are more complex than anything we've seen. The movies focused on one thread of the Skywalker story, but there's more to *The Clone Wars* than that. We are going to learn more about the characters—where they're coming from and where they're going.

"Secrets Revealed" is the overall theme for the season. What kind of secrets can we expect to learn? DF: If I told you, they wouldn't be secrets. But I can say that we

are delving into some important

territory, and uncovering some

really interesting facets of the

Star Wars universe. Anakin's

destiny-and the prophecy of

tangentially in The Phantom

Menace, it was discussed by

Qui-Gon and the Jedi Council;

but we are going to explore what

that means. Ultimately, it's really

important to Anakin's future and

the future of the galaxy.

the Chosen One-was introduced





enry Gilroy [Star Wars: The Clone Wars writer] and I often talk about what the Jedi must think it means to be the Chosen One in this time of war. Maybe they think it means that unlike most of the other Jedi, Anakin is incredibly adept at fighting and also incredibly powerful, so that there seems to be some relevance to him fighting in the Clone Wars, But what do Yoda and Mace Windu believe it really means to have balance?

Season Three deals with important stuff, and it deals with a lot of things that we've been waiting to have at least brought to the front of the story. When George was handing out some of the Season Three outlines to me and the writers, we were just like, "Wow, really? Really?" It was a great time for us to just have the experience of sitting down with him and getting into the nature of those things. The fans will not be disappointed!

What are some of the changes we can we expect to see in the characters?

GL: Time's passing, and the characters are changing accordingly. Ahsoka's growing up, and Anakin's getting closer to his destiny.

The opening crawl for Revenge of the Sith said there were heroes on both sides. We are going to see what that means and how that affects the characters.

> DF: We're going to see some significant growth from our characters and we're going to start to see those changes reflected in their aesthetics. Because of our extremely tight production schedule, we are limited by our character assets the digital models that we use in animating the series. But the stories are changing and so are the characters.





# "THE MOVIES ARE JUST THE TIP OF THE ICEBERG."—GEORGE LUCAS



Matt Lanter, Ashley Eckstein, Dave Filoni. George Lucas, Cary Silver, Catherine Taber, James Arnold Taylor and Dee Bradley Baker launch Season Three of Star Wars: The Clone Wars with a special screening for kids from the Boys & Girls Clubs of San Francisco.

of bringing existing assets to the screen. It's allowing us to visit planets we couldn't have imagined in the first two seasons, simply from a production standpoint.

GL: I haven't limited myself with what stories I've wanted to tell; this is Star Wars, and I don't make a distinction between the series and the films. It's just a different format and a different delivery. But the fact

of the matter is that our improved production processes have allowed us to tell consistently bigger stories. Our teams are constantly pushing the envelope, so that the standard keeps rising higher and higher. And we keep asking for more than can be delivered, so we're always reaching and the show is always improving. Each week is a Star Wars feature, boiled down to 22 minutes.

#### Do you have any new villains in store for Season Three?

GL: We've got
a new character
—Savage
Opress. He's
like Darth Maul,
only bigger and
angrier. When he's
around, you'll forget about
the bounty hunters for a while
—but they'll be back, too.

DF: We're packing more and more into each episode.
We've got more planets, bigger space battles, more dynamic lightsaber duels. There are weird aliens, noble heroes, ruthless villains—everything you expect from Star Wars and even some fan-favorite characters from the features. As a director and as a fan, this feels like the Star Wars! grew up with.

THIS IS STAR WARS, AND I DUN IN MAKE A DISTINCTION BETWEEN THE SERIES AND THE FILMS."

—GEORGE LUCAS



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CHANNEL'S MYTHBUSTERS, HE TELLS STAR
WARS INSIDER ABOUT HIS LIFE WITH THE
SAGA! WORDS: BONNIE BURTON





Who is more useful in a stressful situation: R2-D2 or Geoff the robotic Late Late Show sidekick that you worked on?

Actually, it's more of a toss-up than you might think. While Geoff has no actual skills to speak of, he's always quick with a witty response, which is good at breaking tension. But I have to give the edge to Artoo. He's brave and cool under pressure, and that's the kind of droid you need in a crisis.

#### What is the coolest Star Wars item you have in your house?

I have a prototype for The Phantom Menace C-3PO's eye socket. In The Phantom Menace, Anakin builds Threepio from scrap, and the eye mechanism needed to be extended and dressed because we see "inside" the draid. From the front, it looks the same as the classic Threepio eye, but the back end is all-new. I went through several versions before I found the one that we used in the movie. The coolest feature is that it is socketed, since part of the story is that Anakin completes Threepio by finally plugging in his eye. It's just a rough prototype made out of laser-cut acrylic, but it reminds me of one of my favorite contributions to the Star Wars universe.



Which Star Wars character would be the perfect addition to MythBusters?

Certainly Arton would be the most useful addition to MythBusters. For one thing, he's equipped with a fire extinguisher, which could come in handy in numerous situations around the shop, But I could see a situation where Threepio could stand in for Buster. On second thought, maybe not. One of Buster's best features is that he's silent!

STAR WARS STOFF

#### What's the most treasured Star Wars item in your house?

I have a filing cabinet full of all of my files from my nine years at Industrial Light & Magic. I used to keep meticulous notes on all of my miniature lighting and animatronics work. When I look through them, it's like a record of nearly every set and ship from the Star Wars prequels.



Be sure to follow Grant on Twitter:

http://twitter.com/Grantlmahara

UNIVERSE

NS DER 2

# The Art of Star Wars: The Force Unleashed II

To create a Star Wars videogame, the development team usually starts by brainstorming ideas about its direction: the story beats, the look of the game's characters, and the locations. Like most visual projects, concept art is used to help bring those ideas to life. Insider invites you on a vision-quest through some of the stunning concept art that helped shape LucasArts' latest game, Star Wars: The Force Unleashed II. Words: Brett Rector



#### STARKILLER CLONE

Concept by Amy Beth Christensen One of the first costumes the team came up with was Starkiller's Kamino clone garb, using the styles and color schemes seen in Attack of the Clones. This truly is a case of function over fashion.

#### STARKILLER'S LIGHTSABER

Concept by Amy Beth Christensen

In Star Wars: The Force Unleashed, Starkiller's lightsaber hilt was less than refined, lacking the elegant polish of most Jedi or Sith weapons. For the sequel, Darth Vader presents Starkiller with new lightsaber hilts; you can see energy oscillate inside them.

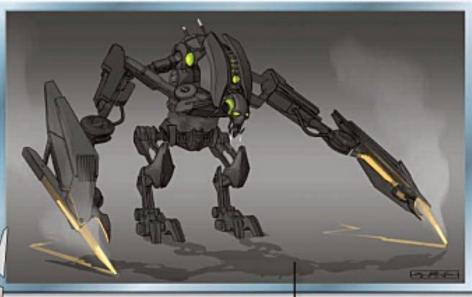


#### ROGUE SHADOW

Concept by Stephen Chang Making its return in the sequel, the Rogue Shadow is once again Starkiller's chosen ride. However, since he last flew his starship, Captain Juno Eclipse and General Rahm Kota have made some slight modifications to its power and aesthetics. The ship is now sleeker and more symmetrical.







#### TERROR BIODROID

Concept by Amy Beth Christensen

This new enemy, which is part of the game's new C-Class units, features elements of the game's larger Terror Walker boss character. When deciding upon the head design, the team tied the look to the movies, so it features a General Grievous-inspired Kaleesh warlord mask.

#### MAULKILLER

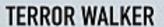
Concept by Amy Beth Christensen

Team members are big fans of Darth Maul, so when brainstorming ideas for other combat garb, the artists created a fusion of Starkiller and Maul, dubbed Maulkiller. The story behind this character is that Darth Vader created a "fusion" clone that combined the genetic materials of Maul and Starkiller to form a devastating, yet unstable, killing machine.

#### TERROR TROOPER

Concept by Amy Beth Christensen

The Terror Trooper was one of the first enemies designed for the game, and like the Terror Biodroid, it features a Grievous-inspired mask. The back-story behind these characters is that they are experimental troopers created by Darth Vader to go into hostile environments and quickly dispose of targets without leaving a trace. Their combat suits are fitted with cloaking devices that enable them to blend in with their surroundings and move undetected.



Concept by Stephen Chang

One of the goals of Star Wars: The Force Unleashed II was to feature over-the-top battles, and the team achieved that with the Terror Walker. This gargantuan enemy is new to the Star Wars universe, but it features elements of other enemy units that have come before such as the octuparra and LM-432 crab droids, and is as menacing as an Imperial walker.





#### CARBONITE WARDROID

Concept by Jia Tan

Some types of Imperial soldier are more machine than man. The Carbonite Wardroid was created to serve a specific purpose: to get dropped into a hostile environment and supress the masses with the help of its carbonitespewing weapon.





#### IMPERIAL RIOT TROOPER

Concept by Amy Beth Christensen

When developing enemies, the team employed familiar themes, especially in creating troopers. The Imperial Riot Trooper was created to look somewhat like a samural warrior (the shape of the helmet and arrangement of the armor plating), while retaining elements of a clone trooper's T-visor. In the game the trooper behaves as a melee-style combatant who wields a weapon that can deflect lightsaber attacks, much like Grievous' MagnaGuards.



Concept by Jia Tan

Much like its carbonite counterpart, the Incinerator Wardroid was created to subjugate worlds the Empire sought to occupy. However, instead of using a weapon to carbon-freeze its opponents, this wardroid is equipped with a powerful flamethrower capable of mass destruction.



#### **BARON TARKO**

Concept by Amy Beth Christensen

Not all of the Empire's minions are simply cannonfodder for Starkiller; some are high-ranking officials with a penchant for a decadent lifestyle. Baron Tarko is new to The Force Unleashed; he is the administrator and overseer of a casino operation on Cato Neimoidia. By using some of his wealth, the powerful Tarko has constructed a gladiatorial arena for blood sports. Lurking in the shadows of that arena is the enormous Gorog.

李宗宇

#### GOROG

Concept by Amy Beth Christensen

This beast is one of the largest enemies in the Star Wars universe, and definitely the biggest enemy you will encounter in Star Wars: The Force Unleashed II. It's so massive that it can eat rancors for breakfastand it often does! Like the Terror Walker, the Gorog was created as one of the game's major characters, and its design was heavily influenced by the Gorax, which was originally





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# EWOKS: CUTE, CUDDLY, AND COLLECTIBLE!

"YUB NUB!" WE ROUND UP ALL THE EWOK COLLECTIBLES WORTH HAVING (AND SOME NOT)!

WORDS AND PICTURES: GUS LOPEZ

hile Star Wars fans are divided about their love for Ewoks, there's a huge volume of Ewok-related collectibles, some of which are in extremely high demand with collectors. Ewok merchandise was introduced for the release of Return of the Jedi, followed by the Ewoks cartoon series, two made-for-television Ewok films, Ewoks in Ice Capades, the Wicket the Ewok preschool line, and many other promotions in the past 27 years.

 As characters that already look like teddy bears, an obvious product introduced by Kenner for Return of the Jedi was a series of plush Ewoks in teddy bear form.



For an even larger dose of fur-inspired saccharin, Kenner also released half a dozen "Woklings," smaller plush toys based on the adorable baby Ewoks. Over the years other plush Ewok toys were introduced, and recent examples include a plush Wicket toy and a magnet sold in the Star Tours shops at Disney parks.



Wicket. Although
the show lasted two
seasons, subsequent
releases of *Ewoks* action
figures never made it to
market. Prototypes from
this series, including
unproduced characters
and artwork for the toys,
remain popular today
with collectors.



2) Two years after Return of the Jedi,
Lucasfilm created the Ewoks cartoon
series with a range of product for the
show. Kenner produced six action figures
in the same scale as the Star Wars action
figure line from the movies, and only one
wave of Ewoks figures made it to market.
The actual Ewoks characters were scarce
from this line, consisting only of Logray and



3] Ewoks were also represented extensively in costume, mask, and apparel form. Ben Cooper, the one-time producer of kids Halloween costumes in the U.S., expanded its Star Wars

line to include a Wicket costume for Return of the Jedi. Kids could also wear Ewok underwear to accessorize their costumes. Wicket joined the line-up of Underoos characters for the Return of the Jedi line. This popular character appeared in both





of Underoos. In France, César

issued four different masks

based on Les Ewoks cartoon

series including Chief Chirpa,

Paploo, Wicket, and Kneesaa.

In Spain, both the Ewoks and

Droids series were popular,

Wicket's cartoon likeness,

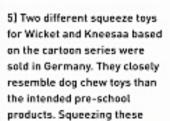
and costumes, such as

were sold in boxes with

both series' logos.



figurines from the Ewoks cartoon in a variety of colors.





some of the more unique pieces were created for production. A gray and white cap was made available to members of the production crew, one of the rare cast and crew items from these films.

7] Ewok props from Return of the Jedi came in various forms depending on their use in the film. Many of the stunt spears, bows, and arrows were carved out of wood. Each Ewok mask was unique, using different shapes and colors of artificial fur made by Stuart Freeborn's shop in the United Kingdom. There are precious few Ewok costume and wardrobe pieces in private collections, but there are no other Ewok collectibles that better exhibit the detail and craftsmanship that went into creating the on-screen characters. •



4) Ewoks were used extensively on food promotions throughout the world. One of the three Jedi Läsk sodas

> Sweden featured Paploo the Ewok. For the Ewoks cartoon series, Dairylea produced several different styles of cheese boxes with wedge strips of characters from the Ewoks and Droids cartoon series. Although the promotion was intended for both shows, the wedges were dominated by Ewok characters. In Spain, Panrico's pastries came bundled with

> > small plastic



items produces squeak sounds that are only decipherable by babies and canines. In the U.S., Ewoks were featured in the Ice Capades show in the mid-1980s. A limited amount of memorabilia from that show was created including various Ewok pennants.

6] Only a handful of items were made for the Ewoks television movies, although













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# ES DENITALES.

BIOWARE'S JAMES OHLEN, THE LEAD DESIGNER OF STAR WARS: THE OLD REPUBLIC, DISCUSSES WHAT TO EXPECT FROM THE LATEST STAR WARS VIDEOGAME EPIC! WORDS: JONATHAN WILKINS



If you're a Jedi Knight you have a different story [than] the Sith Warrior's

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or Bounty Hunter's stories. Those stories take you to different planets where you can meet other players, who might be in different classes, and you can join forces to help each other out with your adventures. You can also join together and do "world stories." These are not specific to your class, but they're stories that are based on different worlds, like Tatcoine and Alderaan.

The game also allows you to travel across the galaxy using your own starship. This also serves as a home base where you can store equipment and items. You also get a companion character, or a stable of companion characters. That's something that BioWare games have always had. Each class gets its own unique companion characters. These companions are the equivalent of



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things that we showed was how

walk the line perfectly, and be essentially the dark side started to corrupt you. a gray Jedi, you also get rewards. Your appearance started to change, your flesh started to age and you If you're familiar with Star Wars: become more like Palpatine from Knights of the Old Republic, one of the

Empire or the Republic. You get specific

kinds of rewards if you play dark side or

light side. If you decide you're going to

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to do!

game eight times with the eight classes and have a different experience each time. You could even go back and play it eight times as a good guy and then eight times as a bad guy, and you'd have 16 different experiences. That would probably take a few years

#### If you were to play through each of the classes once, how long would that take?

If you wanted to play as a Bounty Hunter, and play him good, that would be several hundred hours of gameplay. Multiplied by 16, that's quite ridiculous. The game is vast in scope. We have hundreds of thousands of recorded lines of dialogue. I think we have more voiceover than any other product in history. There's no videogame that comes close. I can't think of anything that has as much because we have to populate a galaxy. We have thousands of characters and



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actors, which makes our galaxy seem like it's a real place.

#### What if you don't have a lot of time to play? Can players just dip in?

A lot of people are scared of massively multiplayer games because a lot of MMOs can become a grind, where you're just killing creatures for no reason, over and over again. We've chosen to avoid that. We always give the player a story to drive the game forward. You will always be doing something epic and interesting.

#### Do you progress as a character in terms of abilities?

Because it's a role-playing game, it's all about progressing both in power levels and equipment that you have. A first level Trooper is going to start off with some light armor and a very simple blaster rifle. By the time you're at levels 30 or 40, you're going to be decked out in full body armor that makes an average stormtrooper look like a wuss! You're going to have a giant blaster cannon that you have to hold with two hands that sits on your hip; you're going to have the ability to call in air strikes, and you'll be able to throw giant flame grenades.

You'll be able to use really cool armor-



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piercing rounds that rip through enemies faster than any other blaster. It's all about improvement!

#### How does the combat system work?

We wanted to have a combat system that was easy to pick up and familiar to role-playing and MMO fans, but also easy for new players unfamiliar with this type of game.

It's a rule-based system, so you don't have to have good hand-eye coordination or anything like that; you don't have to aim your blaster or move your mouse

> in a specific way to swing your lightsaber. Instead, you select your targets and then use specific abilities on them. You have an ability bar and can choose how to attack.

Another part of our philosophy was that we felt that most, if not all, MMOs had





There's combat

against the Al

(computer)-

combat that didn't look very exciting, so we really strived to make fights in Star Wars:
The Old Republic feel like
Star Wars combat. When you're engaged in combat and it will actually look like a duel. When someone's firing blaster bolts at you and you've got a lightsaber, you'll be deflecting blaster bolts.

A Jedi Knight can leap through the air and attack an enemy. A Jedi Consular can lift an enemy up in the air using his telekinetics and slam them into the ground. A Sith Warrior can lift an enemy up and choke them. A bounty hunter can fly into the air and fire missiles down on an enemy. Those are just examples of one ability for each class. Each class has dozens of different abilities.

Is the game fair for players just starting out?

There are two different types of combat that can happen.

specifically created scenarios where players can fight on a level-playing field.

#### How does the space combat work in the game?

Space combat is a huge part of Star Wars. Each player gets his own starship, which is used to go to hot zones on the map.

We have scenarios that take

place in asteroid fields, the atmosphere of planets, nebulas, and all kinds of different set pieces. When you go into those, you go up against a whole bunch of Al apponents. We modeled the gameplay after classic Star Wars games like Rogue Squadron. You're not just flying around in three-dimensional space not knowing what to do. You're given a specific mission and you fly along a set path.

This part of the game involves aiming with your mouse and more hand-eye coordination. We have different levels of difficulty, so if you're not the greatest space shooter, you're still going to be able to have fun. You'll just have to stick to the hot spots that are more for your skill set. If you're an expert, you'll eventually graduate to the most difficult of the space battle zones.

#### Will there be familiar creatures and

We have Hutts and a lot of famous Star Wars species and creatures such as Twi'leks and the Sarlacc. I think we have more creatures than any other Star

> Wars game. We have a menagerie of creatures that numbers in the hundreds. Then we have all kinds of different droids.

There are familiar Star Wars worlds such as Tatooine and Hoth. With some of our worlds like Alderaan, you're going to be able to learn about things that you only heard about in the movies. For example, the House of Organa plays a major role on the planet of Alderaan. On Tatooine, you're going to be able to go to some of the famous locations in the desert that were in the movies.



Dynamic battles will be

a crucial part of the game.



Will John Williams' score and Ben Burtt's sound effects be kept for the game?

I think we have more music tracks in this game than in any game I know of! We have music from the Star Wars movies and the Knights of the Old Republic videogames. We have composers working on brand new tracks for the game as well.

Each zone in a planet will have its own theme, and we have combat music, so when you get into battle you'll hear a combat score start up. We also have musical themes that are specific to certain story moments.

In terms of sound effects, we have an enormous amount, because there are all of the different weapons and of course there's the classic lightsaber sound effect.

### Are there new planets in the game?

We have created some new planets. We have a new world called Voss. I don't want to reveal too much, but it has plenty of surprises!

# Are the "known" planets such as Tatooine difficult to get right?

For all the existing worlds we have a concept art team that's very familiar with the movies. We make sure that any of the familiar worlds match what the player sees from the movies.

We agreed that if we were going to include Hoth in the game then we have of starships crashed to the surface, so it's a graveyard of Star Destroyers!

above Hoth. A whole bunch

# Will there be updates for the game in the future?

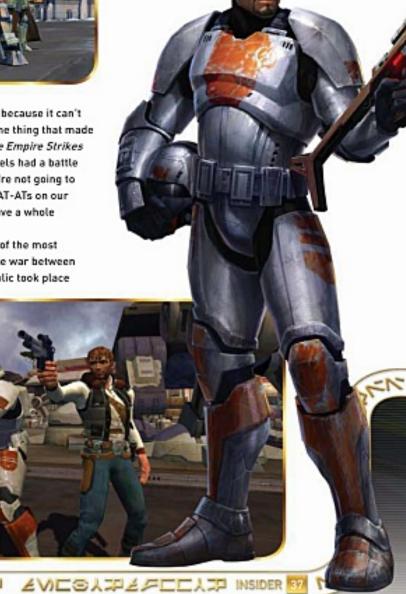
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We haven't announced anything yet, but I can say that all massively multiplayer games have constantly grown. You're always adding to them, because you want players to be able to live with the characters for years to come. You need to add new quests and new zones, andin our case-new planets and new stories. We want the Star Wars universe to exist for years, even decades after release. 4



to make it interesting, because it can't just be an ice world. The thing that made Hoth interesting in The Empire Strikes Back was that the Rebels had a battle with AT-ATs there. We're not going to have a big battle with AT-ATs on our Hoth, so instead we have a whole different theme.

We reveal that one of the most important battles in the war between the Sith and the Republic took place



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# Who's Who at Hasbro Mark Boudreaux, senior principal designer Derryl DePriest, vice president of marketing David Kunitz, vice president of design Brian Parrish, design manager Vickie Stratford, product design director Steve Bono, product design manager Brian Wilk, design director

ast issue, Star Wars Insider talked with the team at Hasbro about the early days of the Star Wars toy line. With the range well established, the team faced the challenge of bridging the gap until the prequels hit, and then moving on with new ideas.

By 1998 the Star Wars line was a hit—allowing Hasbro to explore some new directions. The Imperial Sentinel appeared that year as part of a wave of figures drawn from the Expanded Universe. The character had appeared in a Dark Horse comic-but the design was familiar to Kenner veterans.

Mark Boudreaux: Back in 1984. the design group was headed by Tim Effler. We put a package together that included character development, vehicles and a Clone Wars story, and Tim and I and some folks flew out to San Francisco with

Far left: The Imperial Sentinal figure, Left: Atha Prime concept art by Nilo Rodis-Jamero.

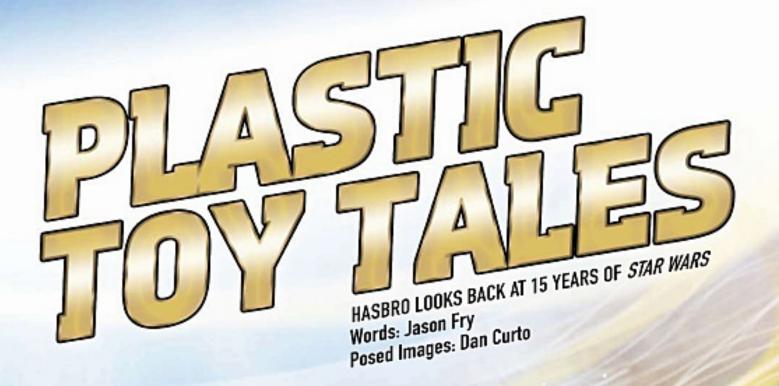
a pitch to keep Star Wars going. It was very cordial. Lucasfilm said, "We really appreciate all the effort you put into this and we certainly appreciate all the effort you put into the brand for such a long time, but George [Lucas] wants to rest the brand." So then I did something else for 10 years.

As for the Imperial Sentinel, we were flipping through [The Art of Star Wars: Return of the Jedi] for our talk with Lucasfilm, thinking about new characters. In one of the books we found preliminary art by Nilo Rodis-Jamero for Senate Guards. We said, "Wow, this is such an intriguing, powerful image. This would be a great bad guy-Atha Prime, the genetics master who was behind the Clone Wars."

If you look at what we did, Tim signed his name on the ones he did from scratch, but on that one he wrote that it was done after Nilo Rodis-Jamero.

The final wave of Freeze Frame figures were sold through the Fan Club, and dubbed the "Fan Club Four."







Derryl DePriest: The toy business is a fashion-driven business, and there are a lot of properties vying for boys' attention. The kind of last-wave phenomenon we're talking about is a good example of not being able to always control the demand versus the supply that we're trying to bring to market.

In an ideal world, they would always be perfectly matched up. Brian Parrish: It's also that we don't always plan for the end of a line. We plan for things to keep going forever, but a product line is a living, evolving thing. It grows, it matures, and then it gets old and dies off.

From Left: Pote Snitkin, Princess Leia [Hoth gearl, Death Star Droid with Mouse Droid, AT-AT Driver.

At the same time, Hasbro was getting ready for a new Star Wars movie exploring the early life of Anakin Skywalker and Obi-Wan Kenobi, Figures for The Phantom Menace were designed and sculpted amid an air of secrecy, with Mace Windu and a Battle Droid on STAP chosen as sneak previews for the movie.

Parrish: Samuel Jackson was a celebrity, and it had been announced that he was going to be in Episode I. and he was going around saying that he was excited about doing it. So, it wasn't like we were revealing anything new by saying that Jackson was going to be a Jedi. Everybody knew who he was, and that Jedi wear brown robes. It was a way to say something without really giving anything away.

Vickie Stratford: With the STAP, we needed a small vehicle for a low-price reveal and a sneakpreview figure. It didn't give too much away, and Lucasfilm was far enough along that we could actually make it. There was a challenge getting the figures done and sculpted. We had crazy schedules.



Boudreaux: And none of us had the high-powered computers that we have now. We could barely open up files sent by Lucasfilm. Parrish: I was actually brought in to help manage an archive and keep track of all of that stuff. It was a challenge. I was like, Should I bring in my own personal computer from home? because it was more powerful than what we had available to us.

One complication was that Lucasfilm could make changes in Computer Generated Imagery much more quickly than Hasbro could make changes in wax and plastic. Stratford: We had a sculpted, completed wax prototype of the Podrace announcers Fode and Beed-it was perfect, all ready to go. Then we get the call: "The head has been completely changed." Dave Vennemeyer was scrambling to get the reference and get the new heads turned around in record time. We were flying sculpts back and forth. We would pack the wax prototypes and send a designer and a sculptor out to Lucasfilm with a stack of approval forms. We would tape the boxes up and go out and do a whole day and fly back on the red-eye, then get off the plane and come right into the office. The level of detail on the new figures was striking, such as Episode I's C-3PO, with its rainbow of intricately sculpted, carefully painted parts and wires.

Boudreaux: Hem Woodhouse worked on this. It was torture an incredible number of paint-ups. I think it got up to 110 or 120 or something.

Stratford: That was so controversial. The original quotes were for something like 180 paint-ups, which is insane. That's a station for each paint-up, with someone masking it and spraying it. Every color—180 people standing in line.

Toy stores unveiled the Episode I figures through Midnight Madness events—which lived up to their name. Stratford: I was at a store that night, and I was so excited. The fans were going crazy. There were carts everywhere—they had a limit on how many figures you could get and the fans were stacking them up, and I was like, Whoa! Look at 'em go! But another part of me was like, All the collectors are here—there's not going to be anything left for the kids!

Figures now came with a Commtech chip that included recreations of characters' lines from the movies. The chips used a special reader that let figures' chips interact with each other—an intriguing technology that proved challenging.



Stratford: Steve Bono and I sat across from each other, and we can gratuitously quote Episodes IV. V, and VI. When Commtech came along, we would sit in meetings and go, "Oh, that's Threepio and he needs to say this and he needs to say this and he needs to say this," and the marketing people would look at us and shake their heads like, You guys are freaks! Boudreaux: One of the reasons Steve worked on the reader was the chips were too large to fit into a 3%" figure, which was the original intent. Because of compression, it was very interesting trying to record lines with voice talent. You would think you had a perfect recording, but it went through the algorithms for the compression and you ran it through a small speaker and sometimes you got something completely different than what you expected.

Stratford: You'd get sound-alike talent and have them audition and say the lines, and we all knew the inflection perfectly from the movies, but voice talent generally works in commercials and radio, and we'd say, "No, you're not hitting it."

Steve Bono: We had to write lines that weren't in the film. Some of them were actually in the script, but didn't make it to the movie. Chancellor Valorum, for example, didn't have many lines, and some of the ones he had just weren't cool lines that you'd want for a toy.

The first waves of classic trilogy Commtech figures revisited several favorite characters with sharp new sculpts and improved articulation.

Stratford: I got yelled at by Engineering because Han Solo's leg and arm articulate so that he can sit in the cantina pose. He crosses



"It was very interesting trying to record Thes with voice telent. Sometimes you got something completely different then what you expected "- Mark Doubleaux

his legs and his arm goes back and he picks at the wall. At that time we had a paper cantina diorama, and I made him so he could sit and distract Greedo while he got his blaster out. Engineering was not happy. They said, "You don't need that! This is a toy!"

Admiral Motti was given elbow articulation so he could put his hand to his throat while being choked by Darth Vader.

Bono: Richard Le Parmentier, who played Motti, ran up and hugged me at a convention because he finally had a figure he could autograph. He was playing with the articulation, having Motti hail cabs-that was really funny.

Bono was particularly happy to get to work on a new stormtrooper. Bono: There were a few new features we built into the

> stormtrooper. First, we worked on new articulation with insert-molded ball joints to get the armor looking as accurate as possible. We gave him one of those long rifles and a weapons rack. We had that





secondary sculpt over his leg for his holster. The thing I can't believe I got away with was the color-change blaster mark on his chest: If you hit him with cold water you'd get a blaster mark. I was just trying to fit as much cool stuff as I could into a figure I've always loved.

Looking back at the first waves of the Commtech line, Boudreaux sees experimentation that would pay dividends down the road. Boudreaux: When we first restarted Star Wars, there were essentially five points of articulation: flat-plane shoulders, flat-plane hips and heads that rotated. With Commtech we

really explored different kinds

of articulation. If we were to do any of those figures now, each would have insert-molded ball joints at the shoulders, elbows, ankles, knees, and maybe even the hips. But that doesn't diminish these figures.

Bono: Those waves really led to the improvements in articulation.

"The Ching I can't believe l got away with was the color-change blaster mark on (the stormtrooper) chastelf you lift him with cold water you'd get a blaster mark?—Steve Bono

The first Commtech wave was one of the first that had a comprehensive articulation philosophy that allowed figures to be posed in memorable

ways and also be posed in normal ways.

Bono also worked on a new FX-7 from the Hoth medical center. and gave the cylindrical droid 18 arms, each with two points of articulation.

Bono: FX-7 was obviously the most-articulated figure we had ever done, though that's a bit of a misleading statement because it's such a simple articulationthey're just simple arm pieces that snap together. But they all had to be accounted for, and they all had to be posed, and they all had to fit, and they all had to have paint on them. So yeah, Engineering freaked.

The 2001 resculpt of the Rebel Fleet Trooper was cleverly articulated: His knees had cut joints that could be turned to allow him to stand or kneel, and his boots could be turned

Boudreaux: When you have a figure with pointy toes, it's not going to kneel very well. So what Dave Vennemeyer did was cut the leg at the boot. That's the other trick: finding a place to hide joints so they disappear. The cut he made at the top of the boot and being able to rotate that leg and have that foot lay flat on the ground really added a lot of stability that you otherwise would not have had.

Parrish: We really wanted to allow the figure to kneel like they do on the Tantive IV, and Dave was able to come up with an inexpensive solution that met our needs. It was really quite ingenious.

A highlight of 2000 was a new version of Boba Fett, billed as the line's 300th figure.

Bono: Dave Vennemeyer sculpted that one entirely himself. He touches just about every figure that we



Above: Chewie and Han in a publicity shot that provided the inspiration for one of the 25th Anniversary two-packs of A New Hope figures in iconic peses |below|.

make, but he sculpted that one from scratch to make sure it was the best Boba Fett ever.

The beginning of 2002 brought three two-packs celebrating the 25th anniversary of A New Hope, with Luke and Leia, Obi-Wan and Vader, and Han and Chewie posed in iconic scenes from the movie. Bono: I said, "Why don't we take the most memorable scenes and the most

memorable characters?" To me that's Luke and Leia swinging across the chasm, it's Ben and Vader fighting with lightsabers, and the last one was a little tricky. There's a famous image of Han and Chewbacca firing their blasters that





In 2002, figures for Attack of the Clones came with metal lightsabers and magnets in their hands. Some figures were posed in ways that were more scene-specific than what had

was never in the movie. However,

to use."

I said, "This is the image I want

come before.

Boudreaux: There was talk about how we could really differentiate these guys from where we'd been before. Sculpting them in dynamic poses was certainly one way of approaching that, and that was the direction we went.

Since then, articulation has evolved and increased, and we now could get

articulation, and not need to have dedicated poses.

October 2002 brought the first-ever Ephant Mon, a thug from Return of the Jedi and one of the biggest figures yet produced.

Parrish: Ephant Mon was larger than any figure we'd done in the line and very expensive to produce. When I first pitched the figure as a concept, I had done a scale drawing at 1:1. It was huge, and I reiterated that point several times. But as sometimes happens in meetings, the pertinent facts-in this instance. scale-were somehow missed. So, at the sculpt stage everyone started freaking out: "Brian, what were you thinking? This figure is huge-we will never be able to afford this, much less fit it on a card." Needless to say, because it was a Fans' Choice Figure, we had to make it work and happily enough, we did."

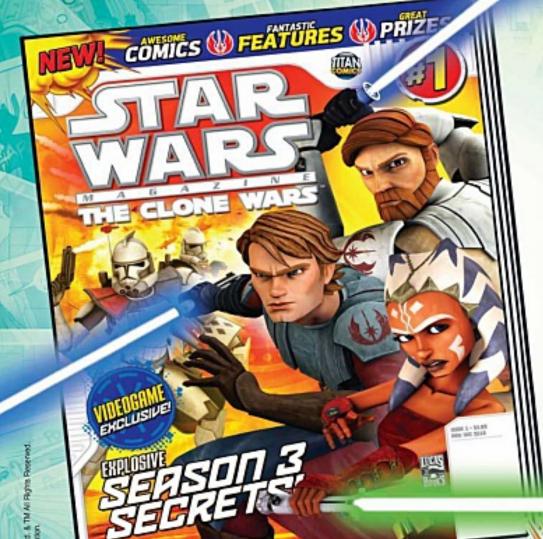
surprise—the official store at Star Wars Celebration II offered the first-ever figure of George Lucas, disguised as X-wing pilot Jorg Sacul. Brian Wilk: Our first reaction was to put him in his famous director attire with a camera, but we felt this broke the fantasy, so the next idea was a stormtrooper, which we did later. At the time we felt the Empire wasn't an appropriate choice—he had to be a hero, a Rebel. Which made sense: George was an industry rebel. What better choice then an X-wing pilot to lead the fight against the Empire?

Parrish: Because it was George's likeness, we had some back-andforth discussions with Lucasfilm, and the figure had to be reviewed and approved by Lucas himself. We really wanted this to be a commemorative figure, a way to say thanks to George for all the great memories that the movies and toys brought to us. .

Jorg Sacul AKA George Lucas,

Robel hero!

# 



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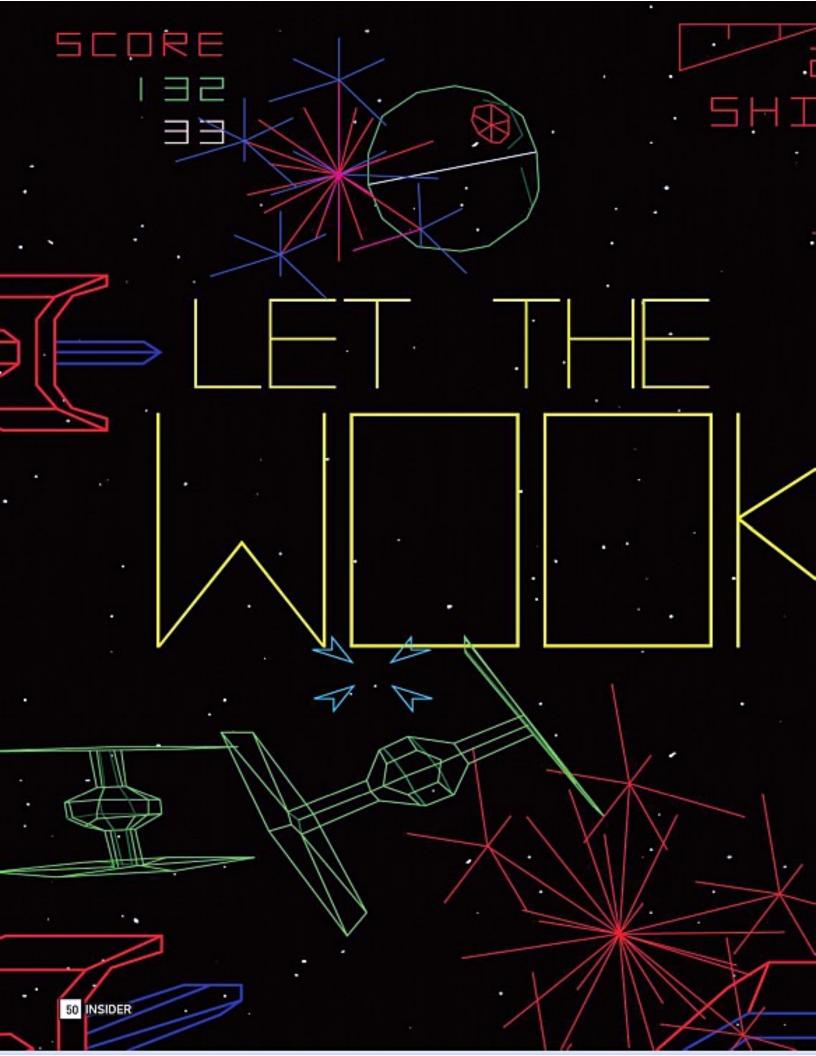






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### Super Star Wars: Return of the Jedi (1994)

Platforms: Super Nintendo Entertainment System (now available on Wii Virtual Console) With the Star Wars franchise emerging from its early 1990s lull, the final installment of the Super Star Wars series reminded fans just how much fun the saga really was. A sideways scrolling platform shooter, spiced up with some fast-moving vehicle levels, Super

Star Wars: Return of the Jedi allowed players to button bash their way through every key scene from

the film. Playing fast and loose with the canon, there were even some surprises, such as EV-9D9 attacking the Ewok village! Moment of triumph: End of level basses are crucial to any self-respecting shooter, and with a particularly nimble Jabba the Hutt spitting deadly frogs, Super Star Ways: Return of the Jedi had the boss of bosses.











# Star Wars Jedi Knight: Dark Forces II (1997)

# Platform: PC

The original Dark Forces introduced gamers to former stormtrooper turned Rebel hero Kyle Katarn, but it was this ground-breaking sequel that left the biggest impression. An innovative, atmospheric first-person shooter, Jedi Knight not only featured specially shot live-action cut scenes, but introduced a hugely influential game

mechanic that saw the player's moral choices directly affect the outcome of the story. Tempted to blast those innocent Ugnaughts with Force lightning? Think it over, Darth.

Moment of triumph: Having waved around a clunky blaster for the first few levels, Kyle finally gets his mitts on a lightsaber. It's time to use that elegant, civilized weapon to bash anything that moves!







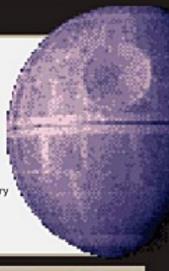




# Star Wars: Shadows of the Empire [1996]

### Platform: PC, Nintendo 64

An immense multimedia project launched in 1996, Shadows of the Empire consisted of a novel, comics, action figures, and other ancillary goodies. Filling in the narrative gap between The Empire Strikes Back and Return of the Jedi, the game mixed third-person shooter levels with eyepopping first person sequences, including an exhitarating swoop bike chase and a space-based assault on Prince Xizor's skyhook. Moment of triumph: Taking a tow cable to the legs of lumbering AT-ATs in the incredible Battle of Hoth level captures all the speed and excitement of the legendary sequence from The Empire Strikes Back.









# Star Wars: X-Wing Alliance (1999)

# Platform: PC

Applying the mechanics of World War II doglight simulator games to the Star Wars universe resulted in the influential Star Wars: X-Wing game and its acclaimed follow-up, TIE Fighter. This 1999 sequel built on both these titles to deliver an epic space combat simulator supported by a stirring story and an impressive multiplayer component. Utterly involving and with gameplay rooted in skill, strategy, and Han Solo-style piloting chops, X-Wing Alliance is possibly the most immersive Star Wars title of all time.

Moment of triumph: Piloting the Millennium Falcon during the Battle of Endor. There's nothing quite like unleashing those quad laser cannons on fleets of those pesky TIE fighters.











### Star Wars: Racer [1999]

# Platforms: PC, Nintendo 64, Dreamcast

The best game to come out of the Episode I era, this exhilarating Podrace simulator was so fast it really did demand Jedi reflexes. Fortunately, despite the incredible speed of the game, the Podracers handled beautifully, while the slick graphics and effective sound design made barreting down Beggar's Canyon a dream, With a rogues gallery of playable Podracer jockeys and plenty of treacherous intergalactic tracks, Star Wars: Racer was a surefire winner.

Moment of Triumph: Taking the lead just as your engines threaten to catch fire and John Williams' epic Duel of the Fales starts blasting out of the speakers.







# Star Wars: Knights of the Old Republic (2003)

### Platforms: PC, Xbox

Set 4,000 years before the rise of the Galactic Empire, this acclaimed role-playing game showed that narrative depth could go hand-inhand with blistering action. With engaging characters and gripping storytelling, Knights of the Old Republic gave gamers the chance to tangle with the Sith at the height of their powers, taking centerstage in an engrossing story that doubled as an unmissable *Star* Wars history lesson.

Moment of Triumph: With a devastating twist to rival Darth Vader's paternity pronouncement in *The Empire Strikes Back*, the shocking truth about Darth Revan is revealed.



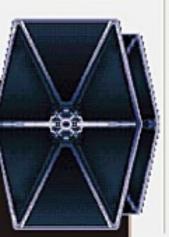


# Star Wars: Battlefront II (2006)

# Platforms: PC, Xbox, PlayStation 2, PSP

Expanding on the bestselling original, this sequel intensified the all-action multiplayer mayhem by adding space skirmishes into the mix. No longer confined to land battles, gamers could now dogfight above worlds like Coruscant and Mustafar, before landing inside enemy star cruisers and running amok on foot. Great as a single player game but sublime online. Battlefront II was pure wish-fulfillment for the Star Wars generation. Moment of triumph: Score enough points and it becomes hero time as you take control. of legendary 5tar Wars characters like Yoda and Boba Fett and use their formidable abilities to turn the tide of the battle.





# LEGO Star Wars: The Complete Saga (2007)

Platforms: PC, Xbox 360, PlayStation 3, Nintendo DS, Wii Capturing all the camaraderie and humor of the Star Wars movies, this ingenious blend of two beloved properties was a surprise smash hit. Cleverly designed to appeal. to gamers old and young, the collaborative puzzle-based gameplay kept players of all ages glued to their controllers. With vibrant visuals and quirky wit, LEGO Star Wars retold the entire saga through hilarious cut scenes that lovingly poked fun at classic moments from both trilogies. Moment of triumph: Get close enough to a stormtrooper when playing as Chewie and the Wookiee will pop the poor guy's arms out of their sockets. Who thought

dismemberment could be this cute?

Featuring a stunning storyline concerning

Darth Vader's secret apprentice, The Force

technology that allowed gamers to smash

environment. Wood splintered like wood,

Unleashed utilized ground-breaking

the living daylights out of the in-game





guilty pleasure, but playing

through Kashyyyk dishing out

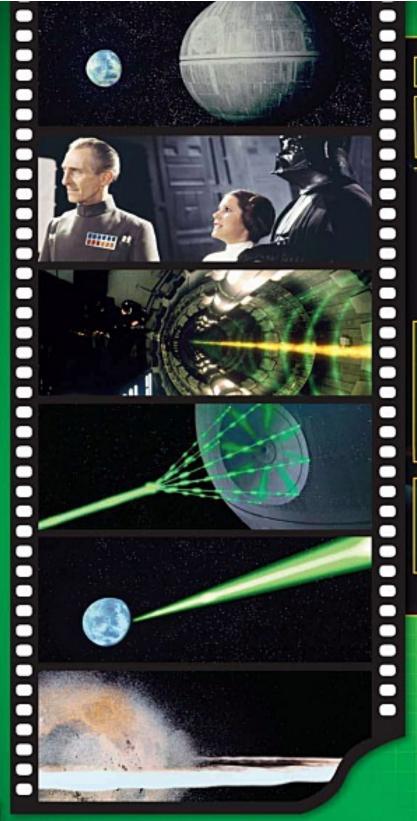
the dark side to unfortunate

Wookiees just can't be beat.

INSIDER 55

Sorry, Chewie!

Darth Vader as he strides



# **CLASSIC MOMENT**

STAR WARS: EPISODE IV A NEW HOPE **DVD CHAPTER 26** 

# WHAT THEY SAID

The story is ultimately about Princess Leia and her attempts to destroy the Death Star, as a Rebel leader, and the boys kind of just tag along on her adventure."

George Lucas, Star Wars: Episode IV A New Hope DVD audio commentary (2006)

# TRIVIA

The explosion of Alderaan was created by special effects artist Dennis Muren using a pyrotechnic on the roof of a building, shot from below.

# INT. DEATH STAR-CONTROL ROOM

Admiral Motti enters the quiet control room and bows before Governor Tarkin, who stands before the huge wall screen displaying a small green planet.

MOTTI: We've entered the Alderaan system.

Vader and two stormtroopers enter with Princess Leia. Her hands are bound.

LEIA: Governor Tarkin, I should have expected to find you holding Vader's leash. I recognized your foul stench when I was brought on board.

TARKIN: Charming to the last. You don't know how hard I found it signing the order to terminate your life!

LEIA: I'm surprised you had the courage to take the responsibility yourself!

# WHY IT'S A CLASSIC

This scene really confirms Leia's inner steel. Even faced with the destruction of her home planet and everyone on it, she cannot betray her Rebel allies. It's perhaps no surprise in light of this that Leia even manages to resist the torture of Vader's interrogation droid while imprisoned in the Death Star's detention center. The scene also illustrates just how ruthless the Empire can be; it is willing to destroy a whole planet and billions of people in order to make a point.

# **ALDERAAN'S FATE SCRIPT (1977)**



In an earlier draft of the script for A New Hope, Leia's home planet was called Organa Major.

# WHAT THEY SAID

"I had a floating English accent in the first movie. If I could redo anything, I might make that go away. Oh, and I don't like the lip gloss. Some people like that stuff, so I can't say that I would take it away. The very things I don't like, I like not liking!" Carrie Fisher, Star Wars Insider #97

TARKIN: Princess Leia, before your execution I would like you to be my quest at a ceremony that will make this battle station operational. No star system will dare oppose the Emperor now.

LEIA: The more you tighten your grip. Tarkin, the more star systems will slip through your fingers.

TARKIN: Not after we demonstrate the power of this station. In a way, you've determined the choice of the planet that'll be destroyed first. Since you are reluctant to provide us with the location of the Rebel base, I have chosen to test this station's destructive power... on your home planet of Alderaan.

LEIA: No! Alderaan is peaceful. We have no weapons. You can't possibly...

TARKIN: You would prefer another target?

A military target? Then name the system!

Tarkin waves menacingly toward Leia.

TARKIN: I grow tired of asking this. So it'll be the last time. Where is the Rebel base?

Leia overhears an intercom voice announcing the approach to Alderaan.

LEIA: (softly) Dantooine.

Leia lowers her head.

LEIA: They're on Dantooine.

TARKIN: There. You see, Lord Vader, she can be reasonable. laddressing Motti) Continue with the operation. You may fire when ready.

LEIA: What?

TARKIN: You're far too trusting, Dantogine is too remote to make for an effective demonstration. But don't worry. We will deal with your Rebel friends soon enough.

LEIA: No!

INT. DEATH STAR-BLAST CHAMBER

VADER: Commence primary ignition.

A button is pressed which switches on a panel of lights. A hooded Imperial solider reaches overhead and pulls a lever. Another lever is pulled. Vader reaches for still another lever and a bank of lights on a panel and wall light up. A huge beam of light emanates from within a cone-shaped area and converges into a single laser beam out toward Alderaan. The small green planet of Alderaan is blown into space dust.

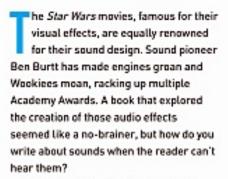




# BOOKS

LISTEN AND LEARN AS CHRONICLE BOOKS PRESENTS THE SOUNDS OF STAR WARS WORDS: DANIEL WALLACE

# **AMAZING** AUDIO



Luckily the technology has finally arrived. The Sounds of Star Wars, packaged by becker&mayer and released by Chronicle Books, uncovers the behind-thescenes secrets of more than 250 sound effects through detailed text by Lucasfilm's J. W. Rinzler and a built-in soundboard.

Prior to Star Wars: Episode IV A New Hope, there was a dull period in the use of creative movie sound," explains Burtt, who joined George Lucas' crew as sound designer where he spearheaded the creation of new effects instead of relying on Hollywood's stock library. "There had been classic work done in the '30s and '40s, and a language of sound had been created, but in 1977 producers were not stimulating imaginative ideas and the sound community was somewhat oppressed. George hired me to create original sound customized to his needs. He had a film full of imaginative new concepts that depended on unique, dramatic sound."

The ground broken for A New Hope grew into a fertile landscape for the subsequent

Star Wars films, and, correspondingly, almost half the material in The Sounds of Star Wars is devoted to the pioneering efforts in the late 1970s. One page explains how the Tusken Raider howl originated with the screeches of Tunisian pack mules during the filming of the Tatooine scenes. a sound that unnerved George Lucas when he heard it echo along the canyon walls. On another page, Burtt describes the chirping of the Death Star's mouse droid as "based on my impression of Curly from The Three Stooges." Each item is illustrated with movie photos and accompanied by a number that plays the corresponding sound when input into the module.

"Something that the hardcore fans are going to love is that around 70 percent of the sounds are the unmixed, unedited versions," says Rinzler. "For example, the X-wing starting up is the roughly 17 seconds from the beginning to the end of its startup mode, while in the film you only hear a bit of it."

And it's not just isolated sound effects in the book. Fans can also enjoy "sound scenes," carefully balanced mixes of multiple sounds and one or two sounds mixed with their music cues. Says Rinzler, "A great one is the increasingly loud beeps of the Death Star interrogator droid, followed by the prison door slamming shut and the guard marching down the hallway."

Rinzler is particularly pleased with the quality of the book's sound module.



"Becker&mayer and Chronicle had previously done a birdsong book, but at first Ben was skeptical," he says. "He pointed out that birdsongs are high-pitched and easier to reproduce using this kind of technology, and wanted to hear what they could do with a spaceship rumble. They passed the test. Ben also suggested the book's external headphone jack. I think people will be surprised by how good it sounds," 10f course there is volume control, too.l

After documenting A New Hope, the book covers the work of Burtt and his team on The Empire Strikes Back, Return of the Jedi, and the prequel films (plus a bonus section on Star Wars: The Clone Warst. According to Burtt, the process of sound design got easier with each successive project. "We learned a great deal about sound creativity and technology from our struggles, and upgraded our recording process," he says. "Each new film has spawned and used new technology as we try to surpass ourselves."

The Sounds of Star Wars has all the saga's iconic sounds and a lot of ones fans wouldn't expect, such as the burble of Aunt Beru's food processor. It all goes to show that, thanks largely to Burtt's work, the Star Wars films are masterful at telling stories without words. "They can almost work without dialogue," points out Rinzler, "That's part of the great power of those films."

# **RE-ENLIST FOR SEASON THREE**

# READ THE FIRST NOVELIZATION FROM THE NEW CLONE WARS SEASON WITH THE CLONE WARS: DEFENDERS OF THE REPUBLIC

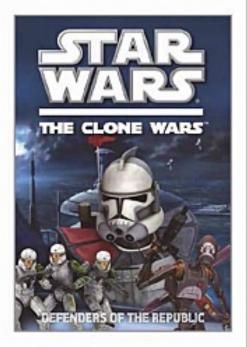
the record-breaking success of Star Wars: The Clone Wars continues this fall with the launch of Season Three. Penguin Books continues its junior novel adaptations with The Clone Wars: Defenders of the Republic, the third book based on The Clone Wars and the first to provide a look at the new heroes, villains, and mayhem of the latest season.

"With the novels, we aim to fill in the blanks of the episodes," explains writer Rob Valois. "We also have the luxury of being able to go into extreme levels of detail. We can explore the history of a planet or a whole system, or the origins of a species or a particular character. In Defenders of the Republic, we go back and re-experience an episode from Season One, and I think fans of the show will appreciate that."

This Season One/Season Three

mash-up is due to the new episodes "Clone Cadets" and "ARC Troopers," which are the prequel and sequel episodes to Season One's popular "Rookies." Explains Valois, "What's unique is the opportunity to go back to a Season One episode and re-examine it with all the new information that we learn about these characters in Season Three."

On sale October 7. Defenders of the Republic is a 160-page novel written for ages 8-12. Valois, who edits all The Clone Wars titles at Penguin, has penned a number of books for younger readers, including two pop-up storybooks and a short story in the Grievous Attacks! collection. He gets a charge out of kids' enthusiasm for The Clone Wars books and the Star Wars saga. "I receive letters all the time with kids saying how much they enjoyed reading the books," he says. "My



job is to take this wonderful TV show and present it to younger readers in a way that respects the show and encourages them to go off and read other books."



With the revelation of Obi-Wan having a love interest in season two Duchess Satine, I have to ask why Expanded Universe. Do the writers Miles Chandler (Windsor High) via

As we've seen so far, The Clone Wars has borrowed liberally from the Expanded Universe, including planets [Maridun, Ryloth, Mandalore], technology [V-19 Torrent] and characters (Asajj Ventress), and even situations such



as elements of Boba Fett's story with him partnering with Aurra Sing and the pursuit of his vendetta against Mace Windu. You can expect many more elements from the Expanded Universe to appear in future episodes. But as you might expect, the story always comes first, and the existing EU material won't always fit

the purposes of the story. So The Clone Wars creators have the option to use the material, adapt it to their needs, or ignore it. It's certainly possible that Obi-Wan had multiple potential love interests throughout the course of his life, and there is no intention to completely erase Siri Tachi from Expanded Universe lore.

LEGACY RETURNS. AND THE STAKES ARE HIGHER

THAN EVER WORDS: DANIEL WALLACE

# THIS MEANS WAR

When Star Wars: Legacy ended in August with issue #50, fans said goodbye to a groundbreaking series that introduced Luke Skywalker's descendent Cade, the malevolent Darth Krayt, and a host of future wonders, including the lightsaber-wielding Imperial Knights. Bringing it all back required an epic story, and Legacy's original creators deliver on December 15 with issue #1 of Star Wars: Legacy-War.

'We left Legacy in a pretty desolate place with Cade's realization that Krayt isn't dead after all," says artist Jan Duursema, "The ending of #50 seemed pretty abrupt to a lot of readers—kind of like slamming into a wall—but Legacy: War punches right through that wall and pushes us back up to lightspeed."

The six-issue saga brings back Cade and Krayt, plus the entire cast of supporting players that have given the Legacy era its richness. Look for

appearances by Princess Marasiah Fel. Imperial Knight Antares Draco, Jedi Wolf Sazen, Darth Talon and her fellow Sith, and Cade's bizarre extended family, including Bantha Rawk, Nyna Calaixte, and Gunner Yage. As writer John Ostrander puts it, "Everybody into the pool-and in the deep end!"

Cade Skywalker has always been Legacy's central figure, and his road toward the light has been rough-fitting for a character whom readers first met as a death-stick addict. Legacy: Warraises the question of whether Cade will ever become a model Jedi, and whether his tarnished heroism is precisely what's needed to wipe out Krayt's evil.

"Cade has a real love/hate relationship with the Force," explains Duursema. "He hates the Sith for destroying the Jedi Order and killing his father. He blames the Jedi for losing to the Sith and has lost respect for their purported power in the Force.

Cade is strong in the Force, but is connected to both dark and light in an awkward balancing act." Adds Ostrander. "Cade has been playing around with the dark side, thinking it doesn't matter. But he has to make a decision."

Speaking of Krayt, his surprise resurrection freed him from his reliance on the Yuuzhan Vong biotechnology that allowed the Clone Wars veteran-then known as A'Sharad Hett-to sustain his ancient body. The new Krayt is old but even stronger than before, and Duursema went through many concepts while working out his current look.

"In Legacy: War we see Krayt free of the Yong parasites and at the most powerful he's ever been," she says. "It's as if the Yuuzhan Vong biots were dampening his power. I wanted the new design to reflect all that he had been through. I finally decided on giving him an aged look, like a mummy who has been reanimated, but I kept him looking strong. He is a being who has defeated age and disease. He has cheated death and believes himself to be immortal. He is the Krayt who would have been, had the Yuuzhan Vong not experimented on him."

Legacy: War is a limited series, and Ostrander and Duursema are treating it as if it's Legacy's last hurrah. "Jan and I usually pack a lot of story into most of our arcs but nothing compared to this," says Ostrander. "As for a follow-up, the big guestion is whether there will be any characters left to do a follow-up. This is war-there's no guarantee that anyone will be left. In fact, this is a guarantee that some definitely won't!"







# BEGIN WITH QUINN

# QUINLAN VOS TAKES CENTER STAGE IN THE NEWEST STAR WARS OMNIBUS

Not counting Mara Jade, Quinlan Vos is arguably the most significant hero to arise from the Star Wars Expanded Universe. The troubled Jedi first appeared ten years ago in Star Wars: Republic as an amnesiac who was tortured by a dark past.



A colleague of Obi-Wan Kenobi's during the prequel timeframe, Quinlan battled the threats of Darth Sidious and Count Dooku alongside his Padawan Aayla Secura—even as events drew him closer to the dark side.

Star Wars Omnibus: Quintan Vos— Jedi in Darkness presents more than 500 pages of material that tell Quintan's story, including over 120 pages that have never before been collected. Coming December 22, it includes:

Twilight parts 1-4: In his first major story, Quintan loses his memory but gains an unlikely ally in Villie, the Devaronian bounty hunter.

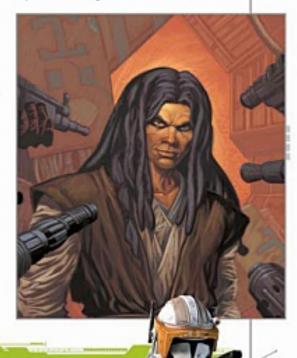
Infinity's End parts 1-4: On Dathomir, Quintan unearths an ancient secret that threatens to swallow the galaxy.

Darkness parts 1-4: This horror-tinged tale pits Quintan and Aayla against a horde of vampiric Anzati.

The Stark Hyperspace War parts 1-4: Traitorous tycoon laco Stark plots to overthrow the Republic in this story that co-stars Plo Koon.

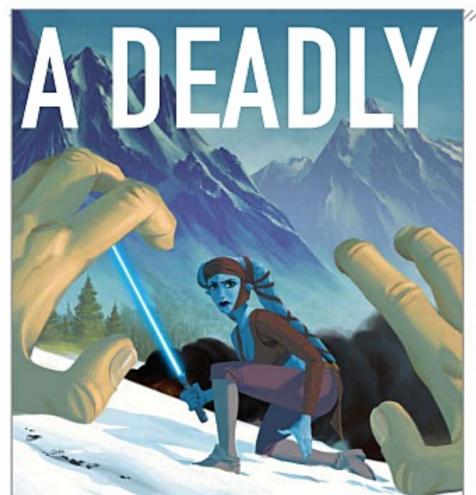
The Devaronian Version parts 1-2: Bounty hunter and con artist Vilmarh "Villie" Grahrk retells prior events from a new perspective—his.

Rite of Passage parts 1-4: Quintan and Aayla return to Aayla's homeworld of Ryloth on a dangerous undercover mission.





I was wondering what happens to Commander Cody after Obi Wan leaves him on Utapau? Did he die in the battles after?
Ryan Pominville
Alas, the further exploits of Commander Cody following Episode III are stories that remain to be told another day.



# AAYLA SECURA FACES AN EX-JEDI IN AN ALL-NEW CLONE WARS TALE

A n original 80-page graphic novel, Star Wars: The Clone Wars—Deadly Hands of Shon-Ju puts blue-skinned battler Aayla Secura in the starring role. The Twi'lek Jedi has fought a thousand enemies since the start of the Clone Wars, but this time her mission is complicated by the interference of someone who used to be a friend.

Shon-Ju is a former Jedi Padawan who now leads a cult, and he's after the same Separatist warlord that Aayla has in her sights. Written by Jeremy Barlow and illustrated by Brian Koschak, Star Wars: The Clone Wars-Deadly Hands of Shon-Ju goes on sale December 15.







Where does Ahsoka's lightsaber

### Anonymous

Most Jedi in the prequel trilogy era build their lightsabers on the ice world Ilum, first depicted in the Jedi Quest junior novel and comic series. In that story, Obi-Wan brings his young Padawan Anakin to Ilum as part of the path to becoming a Jedi Knight. There, Jedi are required to get crystals which are used to power the lightsabers. The crystals also determine the color of the lightsaber blade. An episode of the Genndy Tartakovsky Clone Wars microseries showed Padawan Barriss Offee putting together her lightsaber through the Force under the watchful eye of her

Master, Luminara Unduli, though it should be noted that other Expanded Universe sources featured Barriss with her lightsaber prior to the onset of the Clone Wars. Ahsoka, on the other hand, went to Ilum to build her lightsaber prior to her being assigned a Master.

How do you pronounce Darth Caedus? "tombraider709" via internet

Darth Caedus, the named chosen in the "Name the Sith" promotion for the Legacy of the Force novel series is pronounced KIE-duss (rhymes with "hide us"). This pronunciation can be heard on the audio version of Legacy of the Force: Sacrifice.







# **HASBRO**

On shelves now is a new wave of action figures from Star Wars: Episode III Revenge of the Sith. This marks the first prequel to get the vintage-style packaging treatment. Figures in the wave include Darth Sidious, Anakin Skywalker, a MagnaGuard, General Grievous, Obi-Wan Kenobi, a sand trooper, a clone trooper, and Commander Cody.

Four new Star Wars: The Clone Wars vehicles also hit shelves this October. The vehicles have some great features, such as firing projectiles and opening cockpits, and each retails for approximately \$24.99. Vehicles in the line include the AT-AP, an AAT, the clone swamp speeder, and the Hyena bomber.





# ACME ARCHIVES

### "Power & Glory Forever"

The stylized "Power & Glory Forever" by Sam Fout captures characters and creatures from The Empire Strikes Back-from the wampa to mynocks, the bounty hunters to Darth Vader-to celebrate the 30th anniversary of the film's release. The 80-piece edition signed fine art giclée on velvet paper measures 17 x 22 inches, and is priced at \$125. It comes with a certificate of authenticity.

### "Replica"

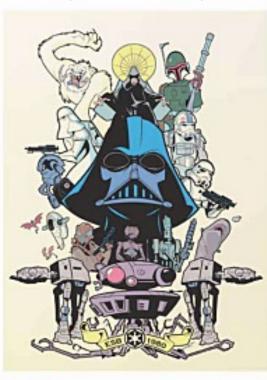
Put yourself in the place of one of Boba Fett's bounties with "Replica" by Brian Rood, which has Fett leveling his EE-3 carbine rifle, ready to take in his quarry dead or alive. The 80-piece edition, signed fine art giclée on canvas measures 18 x 24 inches, and retails for \$395. The 125-piece edition on watercolor paper measures 13 x 19 inches, and is priced at \$125.

### "Shadows of Tatooine"

Han Solo and Chewbacca blend into the Mos Eisley underworld in "Shadows of Tatooine" by Raymond Swanland. The 95-piece edition fine art giclée on canvas is signed and measures 20 x 30 inches, and is priced at \$395. A 150-piece edition on velvet paper measures 17 x 22 inches and retails for \$165.

### "Victory is Imminent"

Darth Vader is immortalized in true propaganda style in "Victory is Imminent" by Mike Kungl. The 100-piece signed edition is a 36 x 25-inch fine art giclée on velvet paper, retailing for \$475. A 200-piece edition on velvet paper measures 17 x 22 inches, and is priced at \$175.







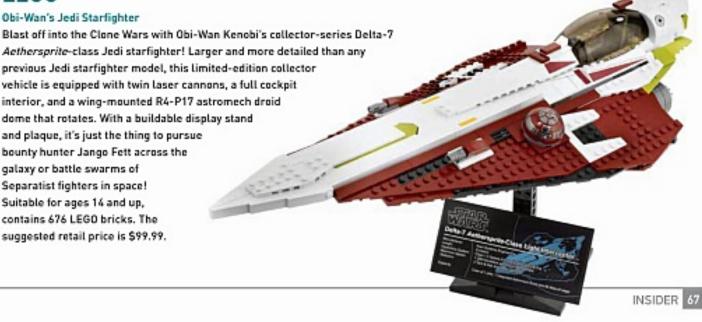


Ш

# LEG0

# Obi-Wan's Jedi Starfighter

Aethersprite-class Jedi starfighter! Larger and more detailed than any previous Jedi starfighter model, this limited-edition collector vehicle is equipped with twin laser cannons, a full cockpit interior, and a wing-mounted R4-P17 astromech droid dome that rotates. With a buildable display stand and plaque, it's just the thing to pursue bounty hunter Jango Fett across the galaxy or battle swarms of Separatist fighters in space! Suitable for ages 14 and up, contains 676 LEGO bricks. The suggested retail price is \$99.99.



# SIDESHOW

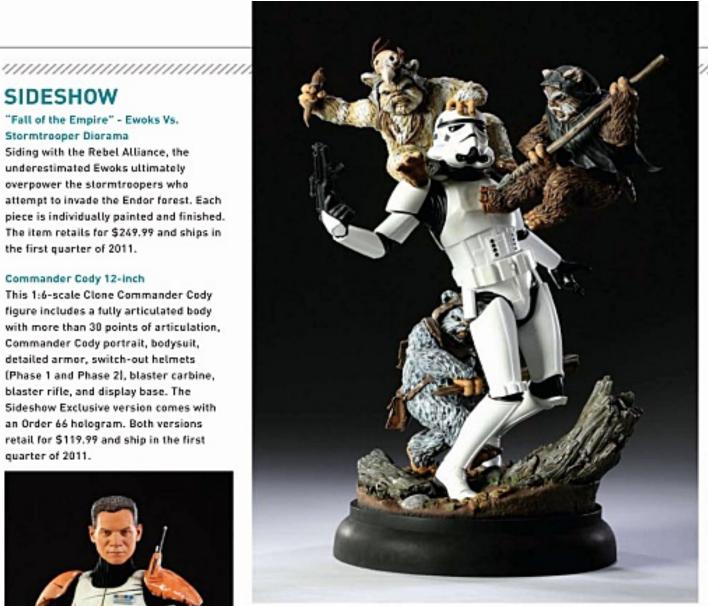
# "Fall of the Empire" - Ewoks Vs. Stormtrooper Diorama

Siding with the Rebel Alliance, the underestimated Ewoks ultimately overpower the stormtroopers who attempt to invade the Endor forest. Each piece is individually painted and finished. The item retails for \$249.99 and ships in the first quarter of 2011.

# Commander Cody 12-inch

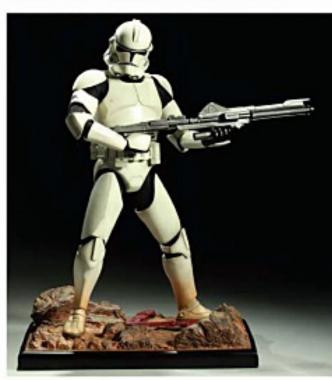
This 1:6-scale Clone Commander Cody figure includes a fully articulated body with more than 30 points of articulation, Commander Cody portrait, bodysuit, detailed armor, switch-out helmets (Phase 1 and Phase 2), blaster carbine, blaster rifle, and display base. The Sideshow Exclusive version comes with an Order 66 hologram. Both versions retail for \$119.99 and ship in the first quarter of 2011.





# Clone Trooper (Episode III) Premium Format Figure

So pervasive and symbolic were the clone troopers, the galaxy-wide conflict that saw their debut took its name from their ranks: the Clone Wars. The Clone Trooper Premium Format figure captures every detail of the armored trooper. Dressed in a fabric body suit with armor plating and detailed accessories, this item retails for \$299.99 and ships in the first quarter of 2011. The Sideshow Exclusive version (pictured, right) contains an additional switch-out Episode III clone trooper helmet and additional droid arm base accessory for alternate display.







# **FUNKO**

# Star Wars Fold-Up DJ Headphones

Rock out in style with these lightweight and foldable DJ headphones! They're available in five colors and characters: Rebel X-wing pilot, 501st clone trooper, stormtrooper, Boba Fett and, Darth Vader. With 30MM stereo sound speakers, they're compatible with most MP3 players, iPods, and game stations. They retail for \$29.99.



# JUDGE THEM BY THEIR SIZE, DO YOU?

GENTLE GIANT SUPER-SIZES THE TOY LINE THAT STARTED IT ALL. WITH ITS NEW 12-INCH VINTAGE-STYLE STAR WARS ACTION FIGURES. INSIDER SPOKE WITH GENTLE GIANT'S DEV GILMORE. VICE PRESIDENT OF PRODUCT DEVELOPMENT, AND ASHLY POWELL, SENIOR MANAGER OF PRODUCT DEVELOPMENT, FOR THE COMPLETE STORY, WORDS: CHRIS SPITALE



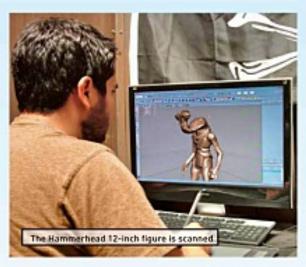
Insider: What's Gentle Giant's vision for this line? Dev Gilmore: As a kid. I'd play with my Star Wars figures endlessly. They were small enough to hide in your jacket pocket, but seemed so big to me back then. Ultimately, we

wanted to reproduce the feeling of buying your first figure.

What's Hasbro's involvement? DG: This wouldn't be happening without the company's blessing! Hasbro's the reason there's articulation in the pieces and not

just a resin statue on a blister card. They've been very gracious!

How are these figures sculpted? DG: We digitally scanned an original, first-issue figure for each. But we had to carefully warm them up and take them apart. Each piece was individually scanned to preserve the original sculpt and details, including the plastic seam lines. Several of the figures scanned were mine from childhood. That Boba Fett we debuted on the ESB card at Celebration V was loved and played with, as he was mine, and now, he's hopefully yours too! Ashly Powell: It was a challenge to find the original figures and all their accessories. Luckily, many people in the studio brought in figures from



"Ultimately, we wanted to reproduce the feeling of buying your first figure."

their personal collections and let us deconstruct them. I disassembled each one, dipping them into hot water to pull out the joints. I actually got a blister on my finger from pulling the arms, legs, and heads off!

# What have you discovered about the vintage figures as you've developed this line?

AP: The discrepancies between figures. For instance, on the Darth Vader figure the legal lines on the back of his leg varied, from saying "Made in China" to "Made in Hong Kong" or a visible blank bar.

What are some of the challenges with bringing this line to life? DG: Those vinyl capes! No one buys brown and tan vinyl anymore. We found black, but the rest were 1970s colors. We have to produce our own sheets of it at our factory. It was impossible to source in time

for Comic-Con and Star Wars Celebration V. where the prototype figures debuted. Other than that, finding Leia's blaster took some searching. That was probably the easiest one to lose as a kid-mine got vacuumed up by my mom!

AP: When we first sent our tooling masters over to our vendor. they were trying to remove all the seam lines and improve the sculpts. It was hard for them to understand why we wanted to keep these "imperfections," when really they're part of the nostalgia we wanted to capture.

Which figures are you most excited to get to? DG: There are so many! Everyone agreed we should



# "I look forward to Greedo, Walrus Man, and Hammerhead-those strong colors make them stand out."

start with the first twelve, true to the release of the original line. Han Solo and Chewbacca are the first to be released on the 12-back cards this winter. I look forward to Greedo, Walrus Man, and Hammerhead-those strong colors make them stand out. I have my fingers crossed that we get all the way up to Return of the Jedi and do a Biker Scout and Gamorrean Guard.

# How did you determine the packaging?

DG: The packaging's strongly influenced by the first Kenner line, but the card isn't perfectly to scale. The first prototype card was almost 24-inches tall. Size alone would have made it more expensive and difficult to ship, so we have a subtle compromise. We're using all the original art and matching those original cards. There was no Photoshop back then—these were all airbrushed and cropped by hand. Achieving that same look is as much of a priority as matching the figures' colors and sculpture.

Will there be any mail-away premiums in the future? DG: You never know! We're just getting started. I hope people keep coming back for these, because developing this line has reminded me why I'm a Star Wars geek. Who'd have thought, 30 years after my first Star Wars action figure, I'd get the chance to re-live it and do it all again! 😃



PRINCESS FOR A NIGHT!



This is a shot that the crew took of me with Carrie Fisher (Princess Leia) during her Broadway show, Wishful Drinking. It was a fanboy's dream come true to share the stage with this Star Wars saga icon! She is such a classy lady. I helped her close the first act of that night's show, and we didn't look half-bad together in our wigs! Matt Meyers, New York City

# CAN YOU GO ONE BETTER?

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# I DON'T KNOW, Dress Casual!





I am Chewbacca's number one lan, and made the shirt that Peter Mayhew wears. I made three: one for him, one for his wife Angle, and one for me—ne more, it will be a pleasure if you put the photos in Star Wars Insider. May the Force be with you!

Jose David Robles, Puerto Rico





# SEND IN THE CLONES!

Here is a photo of Dave Filoni (supervising director of Star Wars: The Clone Wars) and myself at Star Wars Fan Days III in Plano, Texas. October 2009. He was a very nice guy. We talked for a few moments about the upcoming season of Star Wars: The Clone Wars and I thanked him for doing such a great job with the series, and for giving my daughter and myself something to do together on Friday nights. He said he was glad I liked it and that I'd like the next season even more! Luis A. Diaz Jr., Gastonia, North Carolina



# UTINNI!

I'm a huge Star Wars fan and a fan of your great magazine. I thought I would send you a picture of myself taken with Rusty Goffe (Jawa/Kabe/gonk droid). This was at Collectormania in Glasgow, 2009. I'm in my TIE pilot costume. I'm a member of the UK Garrison, and during a patrol, I asked Rusty for a photo. He seemed to have fun playing with my air hoses! Hope you like the photo. Keep up the great work guys. lan MacPherson, via email

# SCOUNDREL OU'D LIKE H

I thought you might like to see the evidence of my cool encounter with Billy Dee Williams (Lando Calrissian). The brief meeting happened a long time ago (eight years) on an island far, far away (Puerto Rico). I had the pleasure of shaking hands and exchanging a few words with

one of my favorite actors in the Star Wars movies! The aforementioned rendezvous happened at a Star Wars convention that was held at the YMCA in San Juan on April 28, 2002. Everyone was very excited to have Mr. Williams as the guest of honor of the event, and I was thrilled to finally meet him in person. He's a phenomenal person! Thank you Mr. Williams for visiting Puerto Rico; you are welcome back any time!

Raúl M. Olmo Martinez, Begotá, Colombia







# SERVED FAN-SIDE UP

screening rooms, the fans create the magic themselves.

Here is a Bantha Tracks collection of fan memories from Celebration V.

Thanks to everyone who had anything to do with Star Wars Celebration V," writes Jim Carchidi, "The organizers, facilitators, vendors, friends, fans, and extended family. To quote Fanboys, 'It was never about the movie, it was about us."

'It may be over, but it's far from forgotten."



Generation Clone. Photo by Mark Doty.



Once again the R2-D2 Builders put on a spectacular display at Celebration V, featuring home-crafted droids, vehicles, and this replica of Echo Base in The Empire Strikes Back. Pictured here are Austin Stanton [left] with his dad Ed Stanton.

Ed writes, "We had a great time and met a lot of new friends from all over the world!"

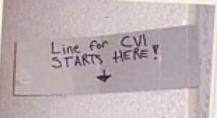
Star Wars: The Clone Wars supervising director Dave Filoni teaches a kids' drawing class in the Star Ways Family Room. Photo by David Iskra.



"I just got home from Celebration V, and I don't know where to begin lavishing praise on how incredible my experience was," writes Broc Randolph, pictured here on a speeder bike and with bounty hunter Bossk at the show. "From the incredible selection of the convention center, to how organized and polite the staff was, to the amazing panels set up for the show, it was an all-around spectacular experience that I will never forget."

Randolph took a number of photos
of the event, and picked out a few to send
to Bantha Tracks. They capture just a portion
of his time there. "The only question I have
is, is it too early to start thinking about
Celebration VI?"





It's never too early to start thinking about Celebration VI!
Linda Pellerito snapped a photo of the starting lineup outside the Orange County Convention Center.



"We had a blast!" writes Mark Doty. "It was so incredible sharing this with my son."

Photos by Mark Doty.









By the Fans. For the Fans. The R2-D2
Builders' Room and the Hoth Diorama
are both perfect examples of wonderful
Celebration V attractions created by
fans. Wayne Orr and Frank D'Iorio,
respectively, headed up the two extremely
impressive and entertaining areas.

Photos by David Iskra.



This was our first convention and wow! It was amazing!" write John and Lane Howell, "Really enjoyed everything, including the Insider panel, and I appreciated the sincerity of the consideration given to fan comments and suggestions. Meeting R2-D2 & C-3PO and seeing all of the fabulous droids in the R2-D2 Builders' Room was wonderful!"

Lane got my favorite Dave Dorman picture framed beautifully for me so I can enjoy it each day," writes John. Tam so grateful for a wonderful wife who loves Star Wars too."



"Boba Felt is Anthony Tse of the Golden Gate Garrison," writes Tony Williams. "I am not sure who Mrs. Fett is."





# SUBMISSION GUIDELINES

Any original art, envelope art, comics, illustrations, news, stories, meeting information, or any materials voluntarily submitted become the property of Bantha Tracks. All images should be good enough quality for print li.e. non-pixelated at 300 dpi screen resolution). Ideal file size approx 1MB per image. No compensation will be given for voluntary submissions, and there is no guarantee of publication. Submissions will not be returned.

Each submission must include the creator's name, age, contact information, date the work was created, and a statement that the work is original, created by the person submitting it, and that the person is a member of the official Star Wars Fan Club. Send your electronic files to or send your snall mail to P.O. Box 29901, San Francisco,





A biker scout at the Orange **County Convention Center** responds when passers by point him out. Photo by Mark Doty

Kevin Yost and David Iskra are terrified by the wampa outside the Echo Base Ice Bar at Celebration V. The wampa was one of the many movie-real props created by the Belgian Garrison of the 501st Legion, and on display at Celebration V. Photo submitted by David Iskra.





Henry Herrera and his friend Marco Patsos enjoyed Celebration V with friends and family.

There are no words! Celebration V was awesome!" writes Herrera. "We camped out all night to see George Lucas on Saturday morning, being about 15th or 16th in line, and we didn't sleep at all. Jay Laga ala sang to the crowd; James Arnold Taylor and Tom Kane of Star Wars: The Clone Wars greeted everyone, while Robert Wynn filmed us. After the incredible experience of The Main Event a cameraman asked Marco 'How long did you wait to see George?' and he said. We never left! We're still in yesterday's clothes!"

I can't express enough how much tun my son Michael and I had at Celebration V," writes Patsos, "A true celebration it was! New friends were made and old friends reunited. Star Wars is more than a movie, it's a community! We had to overcome some difficult obstacles to get to Florida, but we would not have missed it for the world. This will go down as one of the best times of my life. Star Wars is forever!" Photo submitted by Henry Herrora.



White posing for a picture at Celebration V. Chris and I were told we had to kiss before being able to step out of the door," recalls Dena Curtis, wife of Chris Curtis, "And no way would I pass up a good kiss from my Jedi! We have gotten so many comments about how great it is to see a couple not only in lave, but with a common hobby."



Chris and Dena Curtis in one of the amazing sets built by the P Belgian Garrison of the S01st, the Millennium Falcon lounge.

"Let me begin by saying that, even though Eve been a Star Ways fan since age seven, this was my first convention, so I didn't quite know what to expect. In a word, Celebration V was awesome!," writes Steve Michadick of Fredericksburg, Virginia.

"We waited for a couple hours to see the Star Wars: The Clone Wars Season Three Revealed with Dave Filoni," continues Michadick, who also supplied these photos. "After the clips, Filoni opened the floor to questions and enswers. My son Steven asked, "Mr. Filoni, I was wondering if there are going to be any of the original trilogy characters like young Han or Chewie in Season Three." Dave hid behind his famous fedore and said something like "You're killing me here, kid." After which Steven replied: "Don't hide what's inside." The crowd went crazy with applause and laughter and a guy jumped up from his front row seat and gave Steven a high five. Finally, Dave gave an answer. Then Steven said, 'I have another question.' You can imagine Dave's reaction. But Steven asked: 'Was that Seth Green who just high-fixed me?' It was?'

Later, Steven got to meet Filoni in person, and my daughter Holly got to meet Ashley Eckstein, the voice of Ahsoka Tano. Dad had his celebrities to meet as well.

"I, being a big Expanded Universe fan, got to talk with Aaron Allston, and also with Troy Denning and Shelley Shapiro leditor for Del Reyl. I met artist Jan Duursema and got her signature on a pic of Darth Talon," recalls Michadick. "Thank you for the wonderful memories!"





# FIRST FAN IN LINE

have been working on the Star Wars
Celebrations since 2001, when I was
hired by Steve Sansweet to help out
Lucasfilm with Celebration II, held in
Indianapolis the next year to mark the
release of Attack of the Clones.

Since then, it has been my honor to help produce these mega-Star Wars events for fans like me. As I note in the introduction to the main story for this issue, the Celebrations have become less about entertaining fans, and more about providing passionate people a stage on which to share their talents, creations, and ideas. I am humbled by their contributions, and all other fans have their Celebration experiences enriched by their efforts.

And speaking of humbled, the volunteers in my Elite Squad are a huge

part of why Celebrations get done, and get done correctly. May I be the first fan in line to say thanks to: Lorinda Adams, Cyndi Jo Ashby, Charles Bailey, Larry Barraza, Jim Bauermeister, Shelba Bauermeister, Sam Beckett, Ryan Beise, Bob Blue, Chris Cassidy, Eliz Davidson, Tony DeBenedetto, Jeremy Dees, Nancy Deet, Beth Dibble, Tracy Duncan, Fen Eatough, Brendon Ewers, Maria Ewers, Brekke Ferguson, Jay Ferrence, James Floyd, Tommy Garvey, Cyndi Gawronski, Chris Gereke, Scott Greene, Elling Haug, Terri Hodges, Marc Hurst, Janet lannantuono, Michelle lannantuono, John David Jackson, Scott Jeffrey, Garet Jones, Dale Justus, Dajuan Kinney, Doug Kinney, Brian Kinoshita, Tim Knapp, Luci Lockhart, Alyssa Loney, Karen Louie, Nancy Lutz,

Michael Mallen, Cindi Manning,
Christine Mendvil-Knapp, Quincy
Newkirk, Vince Newkirk, Michael Olsen,
Diane Owen, Consetta Parker, Jody
Plank, Paula Rosenberg, Lori Sartre,
Caroline Sedano, Richard Sedano,
Caitlin Shindler, Char Simser, Amy
Sjoberg, Tim Steff, Martin Thurn, Kathy
Van Beuningen, Wiebe Van Der Werk,
Sarah Wiegard, and Susan Youngwood.
Thank you! You all rock my world.

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Mary Franklin Editor Bantha Tracks



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# WE ASKED AWARD-WINNING FAN FILMMAKER JOHN HUDGENS (*THE JEDI* HUNTER, CRAZY WATTO, SITH APPRENTICE) FOR FIVE MUST-SEE FAN MOVIES THAT CELEBRATE NON-STAR WARS FRANCHISES THAT YOU SHOULD CHECK OUT FOR INSPIRATION AND ENTERTAINMENT.



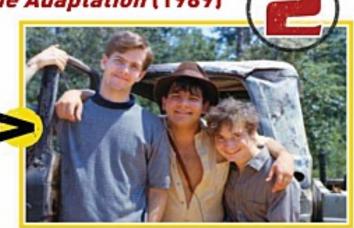


# Closet Cases of the Nerd Kind (1978)

Along with Hardware Wars, this short was part of the first wave of modern parodies and satires. It's silly, shlocky, and full of puns, but it's got an energy to it that never fails to amuse me.



This amazing production was shot over seven years by three teenagers [Chris Strompolos, Eric Zala, and Jayson Lamb) from Mississippi, remaking the original film nearly shot for shot. After it was finished, the film was forgotten for many years, until a copy of a copy of a copy ended up with filmmaker Eli Roth, who got it into Harry Knowles' hands. He included it in the 2002 Butt-Numb-A-Thon film festival, where it became an instant hit. Steven Spielberg himself has praised the film, and Paramount is reportedly making a film about the kids' experiences.



# Batman: Dead End (2003)

Sandy Collora's film lactually shot on 35mm film) presented a gritty portrayal of Batman, as well as two other surprise cross-franchise guest stars. The film garnered high praise from filmmaker Kevin Smith and comic book artist Alex Ross, both calling it one of the character's best ever film depictions.

His follow-up film [World's Finest], along with a few others, allegedly led to an unwritten moratorium on fan films being shown at San Diego Comic-Con International due to pressure from some comic companies.





# Star Trek: New Voyages/ Phase II (2004-present)

James Cawley started with the audacious idea of producing a "fourth season" of classic *Star Trek*, with exact recreations of the original series sets. He cast himself as Kirk and his friends as the rest of the crew. After a shaky start, the series started gaining a lot of notice, eventually getting support (both on-screen and off) from original series writers and actors. Their 2007 episode "World Enough and Time" (starring George Takei) was nominated for both Hugo and Nebula awards alongside major Hollywood productions, and had more downloads than a contemporary episode of *Star Trek*: *Enterprise* had on-air viewers.

# The Hunt for Gollum (2009)

Chris Bouchard's film completely captured the look and feel of Peter Jackson's films with this serious drama. Unlike most fan films that create fan fiction based on existing properties, this one is based on Tolkien's appendices, detailing Aragorn's capture of Gollum before his entrance into the events of The Fellowship of the Ring. It was instantly popular, with over three million downloads in the first few months.





# THE SAGA CONTINUES.... NEXT ISSUE!

# FROM LEARNER TO LEGEND!

ASHLEY ECKSTEIN ON HOW AHSOKA COMES OF AGE IN SEASON THREE!

# EXPLORING ENDOR!

STAR WARS INSIDER REVISITS
THE FOREST MOON!

# **SKYWALKER SPEAKS!**

MARK HAMILL LOOKS BACK ON HIS JEDI DAYS!

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